SRP 2001

Sourcebook, Adventure, and Sholari Screen

Dysha Summary

Dysha	Range	Isho	Moon Requirements	Diff	Damage	Effect
Bell	20	5	Launtra 10, Ebba 6, Desti 1	M	n/a	Makes sound for 2 seconds
Blinding	20	5	Shal 8, Launtra 6, Desti 3	M	n/a	Blinded for 10 seconds
Body Freeze	10	35	Shal 16, Desti 10	H	n/a	Loss of motion for 10 seconds
Body Shield	n/a	30	Gobey 12, Launtra 6, Tra 2	M	n/a	Covers body for 10 minutes
Brain Blast	10	5	Shal 16, Desti 10	H	1 Stamina	-5 Advantage for 3 rounds
Bubble	10	20	Gobey 12, Ebba 2, Tra 1	M	n/a	Hemisphere shield
Cage	10	40	Gobey 12, Desti 8, Ebba 6, Tra 1	V	L Blast	Bubble around target; Lightning Blast when it falls
Calm Animal	20	10	Shal 5, Tra 1	E	n/a	Animal calms
Cast Energy	20	10	Du 10, Desti 4	H	Cast Energy	6' orb of intense heat
Constrictor	10	75	Ebba 15, Gobey 12	V	Constrictor	Confines target; may sever
Crater	10	30	Du 15, Desti 8	V	Crater	12' orb of fire
Craze	10	5	Shal 16, Desti 4, Tra 4	V	n/a	Fits for 5 rnds, 1d6-1d6 sup wounds (<0=0)
Create Warp	5	100	Tra 16	V	n/a	Opens warp for 10 seconds
Deflector	n/a	1	Tra 4	E	n/a	Redirects dysha around caster
Drain	20	40	Shal 18, Tra 8, Desti 4, Du 3	V	n/a	-1/2 Isho/rnd for 3 rnds
Faint	20	20	Shal 8, Tra 2	E	n/a	Target faints
Faint Touch	n/a	1	Shal 8, Launtra 4, Tra 2	M	n/a	Target faints
Fire Touch	n/a	5	Launtra 5, Du 5	E	Fire Touch	Burns
Flingers	40	10	Du 3, Ebba 1	E	Cast Energy -5	Five 1" orbs
Frost Bolt	20	20	Desti 10, Du 4, Gobey 2	M	Frost Bolt	Bolt of intense cold
Healer	n/a	10	Launtra 5, Shal 3, Desti 1, Tra 1	M	n/a	Restores 2 Stamina; heals superficial wound
Inner Ear	n/a	10	Tra 6, Launtra 4	M	n/a	Hear other location
Inner Eye	n/a	20	Tra 8, Launtra 6	H	n/a	See other location
Levitate	n/a	20	Ebba 8, Tra 3	M	n/a	Levitates caster 12' in 10 seconds
Lightning Blast	40	10	Desti 3	E	L Blast	Flame damage
Lightning Strike	20	40	Desti 14, Ebba 10, Shal 4	H	L Strike	Knocks target back
Night Eyes	n/a	1	Launtra 8, Tra 2	M	n/a	Increases vision in darkness for 10 seconds
Orb of Light	40	1	Du 1	E	n/a	Illuminates area
Penetration Bolt	10	50	Desti 16, Tra 10	V	L Blast	Automatically penetrates armor to damage body
Ping	10	3	Ebba 7	H	Cast Energy -2	3" orb
Power Hold	10	3	Ebba 10, Gobey 3	M	n/a	4 confining rings
Power Orb	10	5	Ebba 5	M	Power Orb	1' orb that pushes hard
Push	10	3	Ebba 3	E	Power Orb -2	1' orb that pushes gently
Quantum	20	5	Du 7	M	Cast Energy -3	3' orb of heat
Reflect	n/a	50	Tra 10	H	*	Redirects dysha where caster wants
Scramble	10	50	Shal 14, Desti 4	H	n/a	Cripples Moons (except Desti)
Shield	n/a	5	Gobey 5, Launtra 4, Tra 1	E	n/a	Protects on one side
Shield Implosion	10	50	Gobey 12, Ebba 10, Desti 2	V	Power Orb	Power Orb + 4 pts damage to shield/rnd for 5 rnds
Shield Shatter	20	20	Gobey 14	H	n/a	4 points damage to shield/rnd for 5 rnds
Spectral Stun	10	5	Du 10, Launtra 8	V	3 Stamina	-5 Advantage for 3 rnds
Spider Grip	n/a	10	Launtra 12, Ebba 6, Gobey 3	M	n/a	Can climb easily for 1 minute
Spinner	5	50	Ebba 15, Gobey 9, Tra 2, Du 1	V	n/a	Spins target for 5 rnds; drop object on failed Str roll
Stiff	40	15	Desti 7, Shal 2	E	Stiff	Drop object on failed Str roll; fall on failed Agil roll
Suspension Orb	5	25	Ebba 12, Gobey 9, Tra 4	H	n/a	Balloon that levitates target for 6 rnds
Tumble	n/a	10	Ebba 6, Launtra 3, Tra 1	E	n/a	Eases fall
Wall	10	60	Gobey 14, Ebba 8, Tra 1	H	n/a	30 sq. ft. shield

*Damage according to the original dysha cast

Dysha Benefits by Level

	Orb Bundles	Bolt Bundles	Range
Unfamiliar	–	–	–
Familiar	x1	x1	x1
Experienced	x3	x1	x2
Seasoned	x5	x10	x3

Constrictor Orb Penalties

Injury Location	Penalty
Arm	+0
Leg	-4
Body	-6
Head	-2
Rope	+6

Weapon Listings

Weapon	Advantage	Defense	Damage	Notes
Axe	-2	-4	Axe	4' long
Battleaxe	-4	-4	Battle Axe	5' long
Bite	+2	*	Bite	
Blaster pistol	+2	+2	B laster	Requires slab ammo; 5 shots/ power cell
Blaster rifle	+3	-1	Blaster +4	Requires slab ammo; 3 shots/power cell
Blaster turret	+4	-3	Blaster +8	Requires slab ammo; req. portable pile, or 2 power cells/ shot
Bola	+0	-1	Sling	Entangles
Bow	+0	+0	Bow	4 yules for 10 arrows
Bow, long	+0	+0	Long Bow	4 yules for 10 arrows
Claws	+1	*	**	
Club	-2	-2	Club	
Crossbow	+0	+0	Crossbow	10 yules for 12 bolts
Crossbow, heavy	+0	+0	Crossbow +2	10 yules for 12 bolts
Field Ram pistol	+2	+0	Field Ram	10 shots/power cell
Field Ram rifle	+4	-2	Field Ram +3	2 shots/power cell
Field Ram turret	+6	-5	Field Ram +6	Requires portable pile, or 4 power cells/shot
Fist	+0	*	Fist	
Halberd	-2	-1	Halberd	
Kick	+0	*	Kick	
Knife	+2	*	Knife	
Knife, throwing	+0	*	Throwing Knife	
Laser pistol	+1	+0	Laser	20 shots/power cell
Laser rifle	+3	-1	Laser +4	8 shots/power cell
Laser scalpel	-3	-3	Knife +4	
Laser torch	+3	+0	Heat+4	Only available through black market
Laser turret	+5	-4	Laser +8	Requires portable pile, or 2 power cells/shot
Mace	+0	-2	Mace	
Mathin	+2	+0	n/a	Roll under Constitution or run!
Morning star	+0	-4	M Star	
Pike	-1	+0	Pike	
Pulsar pistol	+1	+0	Laser	30 shots/power cell
Pulsar rifle	+2	-1	Laser +4	8 shots/power cell
Pulsar turret	+3	-2	Laser +8	Requires portable pile, or 12 power cells/shot
Rock	+0	+0	Rock	
Shanthic blade	-1	-1	Sword + bonus***	Bonus to armor penetration***; -2 to hit
Sis-ganj	+1	*	Throwing Knife +1	
Sling	-1	+0	Sling	
Spear	+0	-1	Spear	
Spear, thrown	+0	-1	Throwing Knife +1	
Staff	+2	+1	Staff	5' to 8' long
Stunner pistol	+1	+0	10 Stamina	5 shots/power cell
Stunner rifle	+1	-2	14 Stamina	2 shots/power cell
Stunner turret	+3	-4	17 Stamina	Requires portable pile
Sword, hard-	+0	+0	1-handed Sword +1	Made of stone
Sword, one-handed	+0	+0	1-handed Sword	
Sword, two-handed	-1	-1	2-handed Sword	4.5' to 8' long
Thikes	+2	*	Knife	Use Fist to hit
Throw Explode	+0	+0	See Notes	Damage = Field Ram -2/yard away from point of explosion
Trident	+0	+2	Trident	

*Use Defend without Weapon for this weapon.
**See Fist and Kick on page 8 of the Sholari's Companion.
***Damage and Penetration as One- or Two-handed Sword, plus bonus according to blade quality (+1 to +4)

Armor Advantage Penalty

Armor Type	Advantage Penalty
Ring Mail	-1
Thailierian Armor	-2
Locurian Grunder	-2
Deflector Armor	+0
Leather	+0

Weapon Skill Modifiers

Unfamiliar	-3
Familiar	-0
Experienced	+3
Seasoned	+5

Hit Locations

1-10	Body
11	Left Leg
12	Right Leg
13-14	Secondary Arm
15-18	Weapon Arm
19-20	Head

Skill Difficulties

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

Range Combat Advantage

1d20 each round

1-5	An attack or defend is possible at -10 penalty. Evades are possible.
6-19	Player may attack.
20	Player may attack or defend. +5 to attack or defense roll.

Melee Combat Advantage

1d20 each round

1-5	No attack or defense possible
6-10	Defenseive tactices, such as a dodge or a block, are possible. Player cannot attack.
11-15	Player may either defend or attack.
16-19	Player may attack and defend in the same round.
20	Player may attack and defend in the same round. +5 to all attack and defense rolls.

Characters may attack with a non-attack Advantage, but suffer a penalty of -10 to all actions.

Characters may always evade.
Advantage in the round following an Evade is at -5
If you fall, it is another -5, and +5 to the attacker.

Aim Benefits

Success	Pistol	Rifle	Dysha	Thrown Item	Bow
1st	+4	+5	+4	+3	+4
2nd	+8	+10	+6	+5	+8
3rd	+10	+15	+7	+8	+12
4th	+12	+20	+8	+10	+16

One Combatant versus Two or More

1-5	No attack or defense
6-10	One attack or one defense
11-15	One attack or two defends
16-19	Two attacks, two defends, or one attack and one defense
20	Same as above, but with +5 to <u>all</u> rolls for success

Range Combat

Look up the character's Rank to hit with range weapon.

Subtract the number found on the chart below from the character's Rank. The numbers are penalties to hit stationary, moving, and running targets at various ranges. Roll 1d20 against the modified Rank.

The target is hit if the roll is lower than or equal to the modified Rank.

Base number (in yards) for stationary, moving, running

Weapon	0-10	10-20	20-35	35-50
Bola	-1,2,6	6,10,14	12,19,21	19,26,37
Knife, throwing	0,4,9	7,11,15	13,20,27	–
Rock	-1,2,6	6,10,14	12,19,25	19,26,37
Spear	0,3,7	4,7,11	8,14,17	13,21,27
Sling	-1,2,6	4,7,11	15,22,28	–

Weapon	0-10	10-25	25-50	50-100	100-200
Bow	-2,1,4	0,3,7	4,7,12	10,15,21	17,24,39
Bow, long	-2,1,4	0,3,7	4,7,12	9,11,17	15,22,27
Crossbow	-2,0,3	-1,2,7	3,6,11	9,14,20	17,24,29
Dysha	-2,0,4	-1,2,9	3,7,12	10,14,20	16,23,33
Pistol	-2,0,4	-1,2,7	3,6,11	8,13,19	13,20,25
Rifle	-2,0,4	-1,2,7	2,5,10	5,9,15	9,14,20

Melee Combat Advantage Modifiers

Defender is slightly surprised	+5 to Attacker
Defender is unprepared	+5 to Attacker
Defender has fallen, is on ground	+5 to Attacker -5 to Defender
Attacker charging at full speed	+5 to Attacker
Defender is flanked	+5 to Attacker
Attacker is behind Defender	+10 to Attacker
Attacker is above Defender	+5 to Attacker
Poor footing	-1 to -10 to all
Poor mobility	-1 to -10 to all
Poor visibility	-1 to -10 to all

Injury penalties:	Superficial	-1
	Minor	-2
	Major	-4
	Critical	-5

Called Shots

Location	Penalty
Body	0
Legs	5
Head	7
Arm	9

These penalties are for human targets. Creatures with different proportions (or different body parts) will list the penalties to hit their various body parts.

Melee Combat

Compute modifier(s) for Attacker's weapon; attack type; and Advantage.
Compute modified Rank.
Roll 1d20 against modified Rank.
If the attack roll is successful, defender may roll to evade or block.

Special Attacks

	Body	Head	Arm	Leg
Swing	0	7	6	6
Thrust	3	10	12	8
Lunge	6	12	11	15
Overhead	6	9	9	12

Penetration and Injury Bonus

Attack Type	Armor Penetration Bonus	Injury Bonus
Swing	0	0
Thrust	1	0
Lunge	2	1
Overhead	1	2

Armor Penetration

Roll 2d6 • Add Injury Bonus • Add any attack bonus
Weapon penetrates armor if roll is greator than or equal to the number below.

	Knife Sis-ganj 1-h Sword 2-h Sword	Axe B-axe Halberd	Bola Club Mace Rock Sling Staff	M Star Pike Spear Teeth/Claws Thikes Trident	Bow	Crossbow Longbow	Fist Kick
Carapace	9	7	6	7	7	6	10
Deflector Armor	9	9	11	10	9	8	11
Leather	7	6	6	7	6	5	8
Locurian Grunder	9	8	7	8	8	6	9
Ring Mail	8	7	6	7	6	5	9
Thailierian Armor	10	10	9	9	10	8	10

Wounds and Healing

Damage is subtracted from Stamina at twice the Advantage penalty for each wound. Bludgeon damage is twice normal.

Wound	Advantage Penalty	Normal Damage	Bludgeon Damage
Superficial	-1	-2	-4
Minor	-2	-4	-8
Major	-4	-8	-16
Critical	-5	-10	-20
Death	Dead	Dead	Dead

Normal recovery is 1 Stamina point per week. Successful Constitution roll permits an additional 1d3. Wounds heal simultaneously. Healer dysha increases healing rate according to dysha description. If a character suffers 2 x his Constitution in Stamina loss, he dies from shock.

Effects of Wounds

	Arm	Leg	Body	Head
Superficial	-1 to Advantage until rested.	Defender falls on failed Agility roll. -1 to Advantage until rested.	-1 to Advantage until rested.	Defender unconscious on failed Constitution roll -5. No penalty for non-bludgeon weapons. Lasts 1d20 seconds. -1 to Advantage until rested.
Minor	Defender drops what is in hand on failed Strength roll. -2 to Advantage until treated.	Defender falls. -2 to Advantage until treated.	No attack this round. -5 to Advantage next round. -2 to Advantage until treated.	Defender unconscious on failed Constitution roll -5. Lasts 1d6 minutes. -2 to Advantage until treated.
Major	Defender drops what is in hand. Cannot use arm until treated. -4 to Advantage until healed.	Defender falls and cannot get up. Cannot use leg until treated. -4 to Advantage until healed.	Defender falls. Cannot get up on failed Constitution roll. -4 to Advantage until healed.	Defender unconscious for 1d20hours. -4 to Advantage until healed.
Critical	Defender cannot use arm. Counts as major wound to the body. -5 to Advantage.	Defender falls. Cannot walk. Counts as major wound to the body. -5 to Advantage.	Defender falls. Unconscious on failed Constitution roll. Will die in a few minutes without treatment. -5 to Advantage.	Coma for 1d20 days, starting immediately. -5 to Advantage upon regaining consciousness.
Death	Arm destroyed or severed. Counts as critical wound to the body.	Leg destroyed or severed. Counts as critical wound to the body.	Death	Death

Range Weapon Damage

	Bow	Bow, Long	Cross Bow	Knife, Throwing	Rock	Sling	Blaster	Field Ram	Laser
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
3	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
4	Sup	Minor	Minor	Sup	Sup	Sup	Minor	Sup	Sup
5	Minor	Minor	Minor	Minor	Sup	Sup	Minor	Sup	Minor
6	Minor	Major	Major	Minor	Sup	Minor	Major	Sup	Minor
7	Major	Major	Major	Major	Sup	Minor	Major	Minor	Minor
8	Major	Major	Major	Major	Minor	Minor	Critical	Minor	Major
9	Critical	Critical	Critical	Critical	Minor	Minor	Critical	Minor	Major
10	Critical	Critical	Critical	Critical	Minor	Major	Death	Major	Major
11	Death	Death	Death	Death	Minor	Major	–	Major	Critical
12	–	–	–	–	Major	Critical	–	Major	Critical
13	–	–	–	–	Major	Critical	–	Critical	Death
14	–	–	–	–	Critical	Death	–	Critical	–
15	–	–	–	–	Death	–	–	Death	–

Incidental Damage

	Thombo Kick	Falling Object	Falling
2	None	None	Sup
3	None	None	Sup
4	None	Sup	Sup
5	Sup	Sup	Minor
6	Sup	Sup	Minor
7	Sup	Minor	Minor
8	Sup	Minor	Minor
9	Minor	Minor	Minor
10	Minor	Major	Major
11	Minor	Major	Major
12	Minor	Major	Critical
13	Major	Critical	Critical
14	Major	Critical	Death

Melee Weapon Damage

	Axe	Battle Axe	Bite	Club	Fist	Halberd	Kick	Knife	Mace	Morning Star	Pike	Spear	Staff	Sword 1-hand	Sword 2-hand	Trident
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
3	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
4	Sup	Sup	Sup	Sup	Sup	Min	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Min	Sup
5	Min	Sup	Sup	Sup	Sup	Min	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Min	Min	Sup
6	Min	Min	Sup	Sup	Sup	Maj	Sup	Min	Sup	Sup	Min	Min	Sup	Min	Maj	Min
7	Min	Maj	Min	Min	Sup	Maj	Sup	Min	Min	Min	Min	Min	Sup	Maj	Maj	Min
8	Maj	Maj	Min	Min	Sup	Maj	Min	Maj	Min	Min	Maj	Maj	Min	Maj	Maj	Min
9	Maj	Crit	Maj	Min	Min	Crit	Min	Maj	Maj	Min	Maj	Maj	Min	Crit	Crit	Maj
10	Crit	Crit	Maj	Maj	Min	Crit	Min	Crit	Maj	Min	Crit	Crit	Min	Death	Death	Crit
11	Crit	Death	Maj	Maj	Min	Death	Maj	Crit	Crit	Maj	Crit	Crit	Maj	–	–	Death
12	Death	–	Crit	Crit	Maj	–	Maj	Death	Crit	Maj	Death	Death	Maj	–	–	–
13	–	–	Crit	Crit	Maj	–	Crit	–	Death	Maj	–	–	Crit	–	–	–
14	–	–	Death	Death	Crit	–	Crit	–	–	Crit	–	–	Crit	–	–	–
15	–	–	–	–	Death	–	Death	–	–	Death	–	–	Death	–	–	–

Dysha Damage

	Cast Energy	Constrictor	Crater	Fire Touch	Frost Bolt	Lightning Blast	Lightning Strike	Power Orb	Stiff
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
3	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
4	Minor	Minor	Sup	Minor	Sup	Sup	Minor	Sup	Sup
5	Minor	Minor	Minor	Minor	Minor	Minor	Minor	Sup	Sup
6	Minor	Minor	Minor	Minor	Minor	Minor	Major	Sup	Sup
7	Minor	Minor	Minor	Minor	Minor	Minor	Major	Minor	Sup
8	Minor	Major	Major	Major	Major	Minor	Major	Minor	Sup
9	Major	Critical	Major	Major	Major	Minor	Critical	Minor	Sup
10	Major	Sever	Major	Major	Major	Major	Critical	Minor	Minor
11	Major	–	Critical	Critical	Major	Major	Death	Major	Minor
12	Major	–	Critical	Critical	Critical	Major	–	Major	Minor
13	Critical	–	Critical	Critical	Critical	Major	–	Major	Minor
14	Critical	–	Death	Death	Critical	Major	–	Major	Minor
15	Critical	–	–	–	Death	Critical	–	Critical	Minor
16	Death	–	–	–	–	Critical	–	Critical	Major
17	–	–	–	–	–	Critical	–	Critical	Major
18	–	–	–	–	–	Critical	–	Death	Major
19	–	–	–	–	–	Death	–	–	Major
20	–	–	–	–	–	–	–	–	Major

Heat Damage

2	Sup
3	Sup
4	Sup
5	Minor
6	Minor
7	Minor
8	Minor
9	Minor
10	Major
11	Major
12	Major
13	Critical
14	Critical
15	Critical
16	Death

SKYREALMS of JORUNE™

The RolePlaying Game

THE SHOLARI'S COMPANION:

ERRATA FOR 3RD EDITION AND ADDITIONAL MATERIAL FOR SHOLARIS

BY

JOSEPH STEVEN COLEMAN

CHESSEX

Berkeley, California

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Printed in U.S.A.
SRP 2001
ISBN 1-883240-02-6

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FOREWORD

SkyRealms of Jorune was created in 1982 by Andrew Leker for his high school freshman English class. A high school buddy did some illustrations and his sister helped organize the material to release the first edition in 1984. More books appeared: *Maustin Caji* (1984), the first module; the second edition, a beautifully produced boxed set with three books to guide the gamemaster ("sholari") and players through this unique world; the *Kolovisondra* adventure, which invited players to explore one of the mythical floating mountains of the game's title; and a series of detailed essays available by mail order.

Within the industry the game became well known. *Alien Worlds*, the definitive work on role-playing games, ranked it as #3 on its list of five recommended science fiction RPG's. *White Wolf* ran articles of its own and then a regular column called "Segment Jorune" by the game's creators, with adventures, news and a question-answer feature. The team of Andrew Leker, Miles Teves, and Amy Leker prepared more material with the aid of a growing army of Jorune devotees. There was *Companion: Burdoth* (1986), *Companion: Ardoth* (1987), *Jorune Earthtec* (1988), *Playing the Iscin Races* (1989), and *The Shanthas of Jorune* (1990).

I am a newcomer to the story. While recuperating during a medically forced vacation, I found loose copies of the boxed edition at Gamescape of San Francisco, and soon found a complete boxed set – with the *Companion* supplements – through the same source.

The third edition was a tremendous undertaking. They were attempting to condense eight years of role-playing development into a single volume. Drawing from the previously published sources, the vast amount of unpublished material, and micro-distributed essays, the third edition was finally released in August 1992. I haunted Games of Berkeley to get my copy, and within forty-eight hours had called Chessex with suggestions for changes and expansions. They had already prepared an errata sheet and sent one to me quickly, which allowed my first games to begin.

My players demanded more and more detail and I scrambled through my little Burdothian library to assemble more information and provide more answers based on the wealth of information already available. I redesigned the character sheets, created NPC sheets and a hand-out glossary for my players.

One of my players encouraged me to get in touch with the Lekers and with Chessex to discuss more support for this amazing world. They looked over the ideas, changed a few, decided on a combat screen for sholaris, made new suggestions, and refined the definition of what was needed. The results are in your hands.

We want to make the game accessible. The original editions are hard to find, but we are including as much of the old information in this pack as we can. For example, a sholari can build aventures with Earth-tec by connecting the words from the glossary, or can understand the history of the shantha or Burdoth by studying the Time Line. You can help new players enter the world with the Player's Glossary (just two pages). The Character Tracking Sheet and new NPC sheets will help you keep your adventures moving. The new Character Sheets are intended to help you track player characters with the most referenced information on the front and the skills in alphabetical order. There is even space for a character illustration (if you are so inclined).

I want to thank game creator Andrew Leker for his valuable time, his input on the development of the *Sholari Pack*, and the detailed work needed to make the crystal ships of *Voyage of the Aylon Star* a reality. I also want to thank Janice Sellers, my editor, for her keen eye, her flexibility in changing the project as we went along, her sense of humanity, and her ability to make sense out of page after page of Joruni words and ideas to create a marketable publication!

We'd like to hear from sholaris and players to find out what kind of supplements for *SkyRealms of Jorune* you would like to see. By the time this appears Mark Frein's *Innocents of Gauss* module will already be out. This *Sholari Pack* includes a solitaire for sholaris to experience a game near Burdoth, and an open-ended module for those who want to sail the skies on a crystal schooner.

But what would you like to see next? More modules? An atlas? A book on klades? More player classes? More about isho? More weapons?

Let us know. Write to us at:
SkyRealms of Jorune
c/o Chessex
2990 San Pablo Avenue
Berkeley, CA 94702

Enjoy Jorune!

Joseph Steven Coleman
Richmond, CA
December 1993

HOW TO USE THIS BOOK

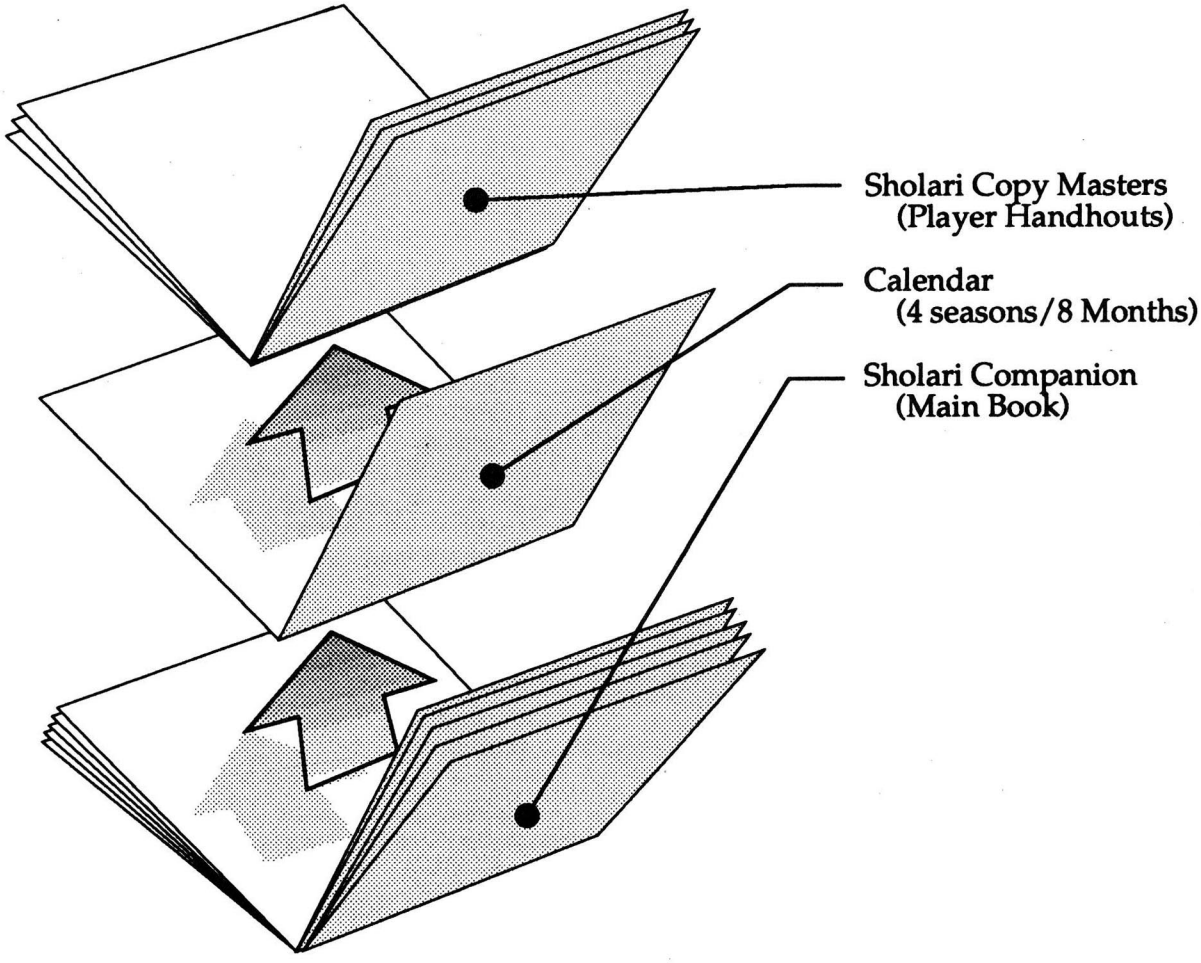
The Sholari's Companion may be used as a regular resource for your games, but we have also designed it to allow you to pull out pages for special use. Some gamemasters just cannot bear the thought of tearing pages from a book, so they will be glad to know that they can make copies and still keep the booklet together.

The central twelve pages of the book were designed to be pulled out easily and photocopied. There are player handouts: character generation worksheet, basic player's glossary, skill indices, and a complete price list. There are also pages to be used in games: character sheet, NPC sheets, and a party tracking sheet.

One single sheet holds the four seasons of the Joruni year. It is designed to allow you to determine which moons are full on a given night and to show you the eight 40.5 day months.

The combat screen is designed to set up on a table top. The Jaspian resource book with the crystal schooner adventure has been provided as a separate booklet.

Enjoy.



ERRATA PAGE BY PAGE

Page 5, left column, near bottom: Paul Gauss found Iscin's journals in 574 PC, not 595 PC.

Page 50, left column, half-way down: "In the title of every skill description is its difficulty ..." Change "Rank of 10" to "Rank of 5."

Page 50, Occupations: You can generate your characteristics by rolling or distributing points, or you can use the characteristics as illustrated by the sample characters listed in the Occupation section on page 55. If you used one of the first two methods, skip ahead to page 55 and choose your occupation. Then proceed with the instructions on page 51.

Page 51, paragraph after Rank Bonuses chart: "Subtract the Characteristic from 19" should read "Subtract 19 from the characteristic."

Page 51, left column: Ignore the last paragraph.

Page 51, right column, half-way down: "Step 5" in the strength competition rules should refer to "step 4."

Page 52, left column, half-way down: Speed: To find a character's actual running speed, you must add any bonus or penalty found on the table at the top of page 53.

Page 53, left column, half-way down: The gawdieth limilate is created from the ahgoobung root found in southern Dobre. This limilate allows muscles and ligaments to stretch beyond normal limits, enabling woffen to run on all fours without discomfort. Without it, a woffen can only achieve a speed in yards per round of (Speed Rank + 2) and will be stiff and sore the following day (-2 to all combat rolls and -6 to running speed).

The effects of this limilate begin ten minutes after ingesting and last for twelve hours. Gawdieth is commonly available in lands that woffen inhabit and costs only a few gemules per portion. Woffen take personal offense at high gawdieth prices. Traders have been burned out of shops by woffen outraged at what they see as extortionary practices. Gawdieth has a shelf life of only a few months and all attempts at preserving it have failed. Bio-tec Iscin are working on ways to improve its potency and durability.

Page 54, left column, top: The mention of chapter 3, Isho, is very important. Muadra characters use their Extra Skill Points (described at the bottom of page 53) to choose any dyshas not given to them by their occupation.

Page 54, Melee Weapon Table: Staff is +1 bonus for defense. Defense for Fist and Kick should be Defend without Weapon.

Pages 55-64, Occupations: See pages 10-14 of this book for clarified skill listings.

Page 55: Only muadra characters may choose Occupations that include dyshas.

Page 57, Burdothian Military Archer: "bow, long bow and cross-bow." should read "bow, long bow or crossbow."

Page 58, Merchant: "Social 12" should read "Min Social 12."

Page 58, Learsis: "Social 10" should read "Min Social 10."

Page 59, Entris: "Writing at Familiar" (both occurrences) should read "Writing in one language at Familiar." "Social 12" should read "Min Social 12."

Page 61, Shast: "Social 13" should read "Min Social 13."

Page 74, right column, top: The second occurrence of "Physics" should read "Astronomy."

Page 75, Interaction Skills: Apply the Racial Interaction Modifiers to your base Social Rank to get your base Interaction Rank for each race. This is explained more fully on page 51 under Social. Etiquette for each race is a separate skill, and is not gained automatically; it must be chosen as an optional skill.

Page 78, Your Character's Quirks: "Food and Beverages" is on page 81, not in the Appendix.

Page 82, Lothern: This should have been right after page 169, in the Non-intelligent Race section.

Page 85, top left: The first paragraph on page 85 is in error. Rolls to improve a skill are made against the appropriate characteristic as listed on the previous table. The paragraph should read:

Skills become harder to improve as a character becomes more proficient with them. Below are the Rank penalties for each level of experience with a skill. Thus, a character who is Rank 13 (Experienced) with the sword and who has an Agility of 15 would have to roll 1 through 5 (15 - penalty of 10 = 5) on 1d20 to improve his sword Rank to 14. If he was Rank 16 with the sword (Seasoned), he would have to roll a 1 (15 - penalty of 15 = 0, but the minimum chance is always a 1). The appropriate characteristic to roll against for each skill is listed on page 84.

Page 85, top left: The table labeled PENALTY WHEN USING A SKILL should be replaced with:

PENALTY WHEN IMPROVING A SKILL

Experience with Skill	Penalty on roll to improve
Unfamiliar	0
Familiar	5
Experienced	10
Seasoned	15

Page 90, last paragraph under Isho Points: Bonuses and penalties on the roll to increase Isho Points are added to the character's Isho characteristic, not the roll. Thus, if an isho storm were +3, a character with an Isho characteristic of 15 would need to roll a 1 through 18 to increase Isho Points.

Page 91, Moon Skill Ranks: Woffen and crugar characters must take appropriate Moon skills in order to have the racial dyshas (Power Hold for woffen, Lightning Blast for crugar).

Page 92, Crystals: "with diayards of about 2 inches" should read "with diameters of about 2 inches."

Page 92, Blue Crystals: The loss of Stamina points for activating a blue crystal equals its isho value x 1d6. Characters with 0 or negative Stamina fall unconscious for one minute for every point below 1.

Page 92, Green Crystals: Limbs take a minimum of two years to regrow. Green crystals must be kept near the area of the limb at least 50% of the time (tied or draped).

Page 93, Dysha Skill Level, last paragraph: When a character launches a bundled orb, only one orb is released, but it has greater effect. A character of Rank 16 with Power Orb (which becomes Seasoned at Rank 15) would be able to weave an orb with the strength of six orbs, adding +5 to the injury roll.

Pages 94-98, Dyshas: Damage charts for dyshas are on page 114.

Page 94, Shields: The final attack that fells a shield penetrates it at full strength.

Page 96, Flingers dysha: Rolls to hit with each of the five orbs can be made separately, or one roll can be made for all five. Flingers that are dispersed randomly are at a -5 penalty to hit targets, but give a -3 Advantage penalty to everyone within 5 yards (excluding the caji) in the following combat round.

Page 97, Lightning Strike dysha: Lightning Strike does not do damage as Lightning Blast. It has its own damage column on page 114.

Page 97, Penetration Bolt dysha: Penetration Bolt does damage as Lightning Blast. The difference is that it goes directly through any armor to the body.

Page 97, Fire Touch dysha: Those using Fire Touch do not make contact with their target. The heat is so great that the caji's hand never comes closer than 1" to the target.

Page 98, Bell dysha: Bell is a dysha of the moon Launtra. It requires: Launtra 10, Ebba 6, Desti 1; Isho, Range, Difficulty: 5, 20, Moderate.

This dysha creates a clear tone to anyone within earshot. This can be used as an alarm or to attract or distract. A powerful improvisation learned by characters Seasoned with this dysha is the ability to send a spoken message through the orb. The duration of the sound of the Bell orb is 1 combat round of 2 seconds. Additional bundles can increase this time by 1 round per bundle.

Page 98, Inner Ear and Inner Eye: The range is 6' for both these dyshas. The type of blocking material does not matter. These dyshas cannot be used through charged crystals.

Page 99, Unweaving: Unweaving can only be used against a dysha aimed at the character himself (no protecting your friends).

Page 102, Initial Rank with a New Dysha: Ignore the second occurrence of this chart.

Page 103, Dysha Listings: Body Freeze is listed as having an Isho cost of 5; the cost is actually 35. Quantum is listed as having an Isho cost of 15; the cost is actually 5. Bell requires Launtra 10, not Shal 10.

Page 107, Advantage Modifiers for Melee Combat: Ignore second occurrence of "Poor visibility."

Page 107, right column, first paragraph: "Use the following table": The table is actually at the bottom of the previous column.

Page 109, Roll for Injury: The reference should be, "Refer to the Injury Table on page 114."

Page 109, The Force of Blows: This is an optional rule.

Page 110, Combat Example: There are math errors in the computation for the crugar's attack in Round 3: The crugar's basic to hit is 11; a bonus of 5 brings this to 16, and a penalty of 6 brings it down to 10. With a roll of 11, he has actually missed.

Page 110, Range Combat: The reference should be, "Refer to the Range Combat Table on page 115."

Page 110, Types of Range Attack: (1) The minimum Advantage needed to attack <u>without penalty</u> in range combat is 6.

Page 111, right column, top: "(3) Pursuit" should read "(3) Two or More Combatants vs. One."

Page 111, Advance and Withdraw Maneuvers: Change from: "In this case the combatant with the reach advantage would receive the bonus of 5 to his Advantage roll and his roll to hit, and his opponent would get no defense roll except a roll with Defend without Weapon." to: "... with Defend without Weapon or Defend with Shield (if he has a shield)."

Add before last paragraph: Advance and withdraw are two examples of attacks that involve movement in combat. A third example is the "flank." This attack is used when two or more combatants are attacking a single opponent. If a combatant is successful with this maneuver, his opponent is flanked. A combatant will have an Advantage bonus of 5 when combating a flanked opponent. If there are three or more attackers against a single opponent, then a series of two flanks will put one attacker completely behind the opponent, giving that attacker a bonus of 10 to Advantage in subsequent rounds.

Page 141, Ramian: Lifespan of a ramian is 80, not 180.

Page 152, Woffen: Missing "Natural Armor, Carries, Adv+, Rank" are "None, Sword, +1, 12."

Page 159, Bochigon: The Thombo Kick Table can be found on page 114.

Page 160, Bochigon: Bochigon are <u>not</u> related to croid and corastin.

Page 169, Horses: The Thombo Kick Table can be found on page 114.

Page 174, Thombo: The Thombo Kick Table can be found on page 114.

Page 175, Vodra: "With a 3 yard diayard" should read "with a 3 yard diameter."

Page 180: The book says scopes can be found in Chapter 2. No, they can't. From the second edition, the entry says:

"sound scope (rare): amplifies and clarifies sounds. Whispers at 100m can be detected if the level of background noise is not too great.

"scope (very rare): attaches to any energy weapon pistol or rifle. Aiming a scope requires one round lead time; for each round of aiming up to three rounds the character receives +2 to hit, to a maximum of +6 to hit with the energy weapon."

Pages 185 to 187: Parts of the following paragraphs were clipped in typesetting:

Shanthic Technology

Shanthic technology differs totally from that of humans. Employing ambient isho as a source of power, shanthas have at their disposal a vast array of useful implements.

Sarceens

Sarceens hold information in the form of sculpted isho that the user receives by holding the device to his forehead and releasing a bit of his own isho. The message can take the form of languages, directions, knowledge of a skill, etc. By holding onto a sarceen and concentrating, a person receives the information that the device has to offer. Be careful with sarceens; they are more powerful than they appear.

Cle-eshtas

Cle-eshtas are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Tra sense. With cle-eshtas, skilled shanthas can pick up information about isho weather from all over the planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the Earth colony. Cle-eshtas also act as isho magnifiers. Highly skilled shantha have great sources of power at their disposal. Cle-eshtas are too heavy for all but corastin and croid to carry.

Shanthic Blades

Shanthic blades are crafted out of the thailiers of the corondon. Their sharpness defies even the best metallurgy. To take this into account, add to the die roll for armor penetration and injury. A +1 bonus is the most common. For better made blades, add more. A +4 bonus is about the best a shanthic blade can provide. The light weight of these weapons provides their users with a -2 to hit. Shanthic blades are only made into one- and two-handed swords. Most are boccord-sized (shantha are pretty tall), although some human- and muadra-sized blades can be found. The price listed for a shanthic blade assumes the standard +1 bonus. For better blades, the price will be higher. Here is a list of prices for each of the different blades.

Injury Bonus	Price
+1	7 gc
+2	15 gc
+3	3 gs
+4	5 gs

Page 188: Attack cell price – 50 links, if available at all. Attack cell recharge price – 30 links.

Page 191, The Planetary Year: The names of the months used in speech should be, "Eris, Erissa, Mullin, Mulling, Auss, Aussa, Crith, and Critha."

Page 196, Peter Gauss: This should say Paul Gauss.

Page 210, Es'Wother map: North is to the left.

Page 212 : Thivin are a mutation of ramian, not human. Look at the nose.

Additional Skills

Bola (Hard): Range weapon consisting of three leather thongs bound together to form a handle/knot. The opposite end of each thong is weighted with a stone or other heavy object. The bola is whirled to create momentum and released to entangle and bludgeon a target.

Drinking (Easy): Character's ability to maintain full skill ability after enjoying intoxicating beverages. Failure of a Constitution roll after five drinks results in a -5 to all skill rolls. After ten drinks the Character must make a Constitution roll at -5; failure results in skill rolls at -10. After fifteen drinks the Constitution penalty is ten, with skill rolls at -15. After twenty drinks a character can only succeed on a roll of 1 and falls unconscious in the following round for 2d6 hours.

Etiquette: Measure of a character's ability to succeed with other races in formal situations, in particular in the home or home territory of the other character. Etiquette is a separate skill for each race; level of difficulty varies with each race. Etiquette for each race is one level of difficulty higher than for Interaction for the same race.

Fist (Combat): Ability of a character to make a weapon with a closed hand. Damage is found as Fist. Races with claws must choose if they are hitting with their knuckles, or with their claws. For knuckles, damage is as Fist; claws calculate damage as Knife -3 for woffen, crugar, or cygra, Knife -2 for bronth, and Knife -1 for tologra.

Halberd (Combat): Polearm commonly used by infantry and cavalry in combat.

Interaction: Measure of a character's ability to succeed with other races in common situations. Interaction is a separate skill for each race. Level of difficulty for each race is listed on the revised character sheet in this book. Base Interaction Rank is Social plus the racial Interaction modifier. Expanded Interaction modifiers are given on page 15 of this book.

Kick (Combat): Ability to inflict damage with your foot. Damage is found as Kick. Races with claws must indicate if they are striking with the flat of their foot, or with their claws. For the flat of the foot, damage is as Kick; claw damage for feet is found as Knife -3 for woffen, bronth, crugar, or cygra, and Knife -2 for tologra.

Pike (Combat): Polearm commonly used by infantry and cavalry in combat.

Pistol (Moderate): Ability to aim a charged and functional Earth-tec pistol of any type, and to fire it at a target.

Rifle (Moderate): Ability to aim a charged and functional Earth-tec rifle of any type, and to fire it at a target.

Scope (Combat): Ability to attach and use a scope on an Earth-tec weapon. Earth-tec scopes take one action round to line up. By aiming for one round, the character has a +2 on his roll to hit in the first usable action round, and an additional +2 for each successive round of aiming, to a maximum of +6 on each successive round in that combat.

Set up Camp (Easy): Ability to find an appropriate location for shelter, cooking and sanitation.

Sis-ganj (Hard): Multi-bladed Gloundan throwing knife. Damage is as Throwing Knife +1.

Sis-naun: Style of weaponless fighting taught in the forests near Ardoth in Burdoth. Related to the shanthic martial art of ebitra and comparable to aikido, with additional benefits of hand weapons in advanced training. Separate skill levels are not given; bonuses to Fist and Kick are provided as part of Gloundan shadow warrior occupation.

Throwing Knife (Hard): A knife balanced for throwing. Can also be used as a Knife in melee combat (using the Combat skill).

Trident (Combat): Spearlike weapon with a two- or three-tined fork. Cannot be used as a range weapon.

Turret (Moderate): The ability to aim a charged and functional Earth-tec turret of any type, and to fire it at a target.

Isho Sensitivity Skills

Unlike other skills, Isho Sensitivity skills may not be gained by applying points. Your character develops Color points appropriate for his race, shown on page 90 in the chart "INITIAL COLOR POINTS." Only the resulting Color points may be assigned into Isho Sensitivity skills. Rolls for Isho Signature skills are made against the character's COLOR characteristic, *not* the number of points showing in the specific skill – the point assignment is to limit the use of the skills with various races and isho manipulations. (Note: Remember, Moon skills are assigned from Color points, not Isho points.)

SKILLS FOR DYSHA-WEAVERS

Caji Entropy (muadra caji only): Explained on page 98 of the third edition.

Estimate Isho (Hard): The ability to accurately gauge the level of strength of the seven types of Isho within a person, animal, plant or object. This is a particularly useful skill to see if an isho user is building a specific moon for a dysha attack.

Tra Sense (Hard): Tra Sense is a perception skill usable only by dysha-weavers. It is judged by the ability to first detect and then define the patterns of isho you perceive. Other than shantha, the skill is strongest in muadra.

Unfamiliar: Your character can become aware of blobs of isho as moon colors superimposed on the visual appearance of a person or item.

Familiar: Resolution is improved. The viewer can almost determine shapes within the isho blobs, and can detect movement of large concentrations of isho.

Experienced: Can identify distinct forms within the isho and, through Learn, can come to recognize specific patterns for animals and races with isho. On very successful roles can identify a few specific individual people or items.

Seasoned: Can recognize specific individuals and perceive their emotional state, the changes of isho wthin their forms, or can sense the overall state, ebb and flow of isho, including recent or imminent dysha use.

Unweave: Found on page 99. The player may use the Moon skill of the appropriate color to see if it is possible to affect the primary color of an oncoming bolt. (Note: Disguised dyshas will prevent an unweave unless the correct moon color for the dysha is used.) No other isho skill is required to attempt an unweave. Unweaving can only be used against a dysha aimed at the character himself (no protecting friends).

Warp Stabilization (Hard): Explained on page 101 of the third edition.

SKILLS FOR NON-DYSHA-WEAVERS

Interfere: Found on Page 99. Boccord have a bonus of +3 to Interfere. Any role of 20 on an interfere means you have added your energy to the oncoming bolt and have added +2 to damage you receive, except for boccord who add +4 to damage.

The player may use the Moon skill to attempt to alter the path of a bolt or an orb. A roll of 1 gives the character a second roll to attempt to direct the dysha. The attempt is successful on a roll of 5 or less.

Signature Skills: These are usually strongest in boccord. Once Color points are established, the only way Signature skills may be improved are with an increase of your Color characteristic. Any increases in Color characteristic are immediately reflected in Signature skills.

False Signature (Hard) is useful for projecting a signature other than your own – either to make yourself more or less threatening to a Tra-sense hunting creature, or to appear as a different person when pursued by an enemy with Tra Sense or Race Signature.

Mask Signature (Hard) is similar to False SIgnature, differing in that the signature totally disappears.

Race Signature (Hard) is used to identify the race (or species) of a person or animal, particularly when they cannot be visually perceived.

Signature Spectrum (Hard) is explained on page 100 of the third edition.

SKILLS FOR ALL ISHO USERS

Kerning is a survival technique for caji and any other character needing to eliminate natural or accumulated isho at a given time. While it is explained on page 89, an actual Kern skill is not provided.

Kern (Easy): This skill allows an immediate dump of isho from the character's own body in a crude, but often lifesaving, fashion. It requires a single Color point in any moon and takes infinite isho (whatever you have). Isho does not return for one day through natural means, but can be infused from outside. This means it may be possible for an isho storm to force a caji to kern himself several times over a period of several hours.

Occupation Skills

To generate a character using this section, choose the occupation, then go to the page number indicated in the third edition to find cost, characteristic minimums, and extra skill rank and occupation points. Write down the skills as listed here. Skills with a page number beginning with "S" can be found in this book. Notations after the name of a skill – "(as ...)" – indicate the skill is listed under a name other than that given in the original occupation description, or as indicated on the original character sheet. Melee has been changed to Combat in skill references to avoid confusion in abbreviations.

CODES

Levels	Difficulty
Fam = Familiar	E = Easy
Exp = Experienced	M = Moderate
Sea = Seasoned	H = Hard
	V = Very Hard
	C = Combat (Melee)

SKILL DIFFICULTIES

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

Beaster — Page 60

	Level	Diff	Page
Conceal Self (as Hide in ...)	Exp	E	67, 68
Creature Care	Fam	H	70
Fauna Recognition	Exp	E	65
First Aid (Creature)	Fam	E	68
Sword, One-handed	Exp	C	83
Tracking	Exp	E	68
Wilderness Travel	Fam	E	69

Choose one at Seasoned and two at Experienced.

Bochigon		V	72
Horse		M	72
Talmaron		H	72
Tarro		V	72
Thombo		M	71

Choose one and roll 1d6. 6 = Choose another.

Bargain	Exp	E	66
First Aid	Fam	E	68
Flora Recognition	Exp	E	65
Gaming	Fam	E	68
Weather	Fam	E	66

Burdothian Military — Pages 56-57

	Level	Diff	Page
Conceal Self (as Hide in...)	Fam	E	67, 68
Cooking	Fam	E	68
First Aid	Fam	E	68
Fist	Fam	C	S8
Foraging	Fam	E	69
Knife	Fam	C	83
Language (Entren)	Exp	H	75
Military Etiquette	Exp	H	75
Set Traps	Fam	M	70
Set up Camp	Exp	E	S8
Stealth (as Silent Movement)	Fam	E	67
Tracking	Fam	E	68
Wilderness Travel	Fam	E	69

Choose three and roll 1d6. 6 = Choose another.

Halberd	Fam	C	S8
Pike	Fam	C	S8
Spear	Fam	C	83
Sword, One-handed	Fam	C	83
Sword, Two-handed	Fam	C	83
If a sword was chosen, add			
Defend w/Shield	Fam	C	75

Choose one and roll 1d6. 6 = Choose another.

Bochigon	Fam	V	72
Pistol	Fam	M	S8
Rifle	Fam	M	S8
Talmaron	Fam	H	72
Thombo	Fam	M	71

Additional and Increased Skills According to Military Specialty:

Archer — Page 57

+3 to Bow Skill

Choose one of the following:

Bow	Fam	H	83
Crossbow	Fam	M	83
Longbow	Fam	H	83

Caji Infantry (Muadra only) — Page 57

Healer dysha	Fam	M	97
Night Eyes dysha	Fam	M	97
Power Orb dysha	Fam	M	95
Shield dysha	Fam	E	96
Wall dysha	Fam	H	96

Isho Points are doubled

Cavalry — Page 57

1 Polearm (already chosen)	Exp	C	83/S8
1 Mount (already chosen)	Exp	M-V	71-72

Infantry — Page 57

1 Sword (already chosen)	Exp	C	83
1 Polearm (already chosen)	Exp	C	83/S8
Defend w/Shield (already chosen)	Exp	C	75

Marine — Page 57

1 Sword (already chosen)	Exp	C	83

Swim at +6

Talmaron Unit Page 57

1 Bow	Fam	M-H	83
Talmaron (already chosen)	Exp	H	72
+2 to Bow skill			

Caji (Muadra Only) Page 57

	Level	Diff	Page
2 Moon Skills (Player's Choice)	Exp	H	91
3 Moon Skills (Player's Choice)	Fam	H	91
2 Dyshas (Player's Choice)	Exp	E-V	94-98
4 Dyshas (Player's Choice)	Fam	E-V	94-98
Caji Etiquette	Exp	H	75
+1 to Aim			
+3d6 to Isho			
+2d6 to Color			

Choose one and roll 1d6. 6 = Choose another.

1 Weapon (Player's Choice)	Fam	–	83-84
Astronomy	Fam	V	74
Bureaucracy	Fam	E	68
Isho Weather	Fam	H	74

Condrij Page 59

	Level	Diff	Page
2 Weapons (Player's Choice)	Exp	–	83-84
Conceal Self (as Hide in...)	Fam	E	67, 68
Contacts (Military)	Fam	E	67
Defend w/o Weapon	Exp	C	75
First Aid	Fam	E	68
Fist	Exp	C	S8
Kick	Exp	C	S8
Military Etiquette	Exp	H	75
Search	Fam	E	67
All athletic skills at +1			

Choose one and roll 1d6. 6 = Choose another.

Bargain	Fam	E	66
Corastin Interaction	Fam	M	S8
Drinking	Exp	E	S8
Gaming	Fam	E	68
Pistol	Fam	M	S8
Sailing	Fam	E	69

Dyte Punk (Muadra Only) Page 55

	Level	Diff	Page
Conceal Self (as Hide in ...)	Fam	E	67, 68
Desti Moon skill	Exp	H	91
Frost Bolt dysha	Fam	M	97
Knife	Fam	C	83
Lightning Blast dysha	Exp	E	97
Underground Information	Exp	H	69
+2d6 to Isho Points			
No other dysha above Rank 4			

Choose one and roll 1d6. 6 = Choose another.

Caji Etiquette	Fam	H	75
Current Events	Fam	E	66
Fast Talk	Exp	E	67
Getting Around	Exp	E	67

Entris Page 59

	Level	Diff	Page
Interpreter (spoken language)			
1 Language (Player's Choice)	Sea	M-V	74-75
Etiquette/Interaction (for above lang)	Sea	M-V	S8
2 Languages (Player's Choice)	Exp	M-V	74-75
Etiquettes/Interactions (for above)	Exp	M-V	S8
2 Languages (Player's Choice)	Fam	M-V	74-75
Etiquettes/Interactions (for above)	Fam	M-V	S8
Language (Entren)	Sea	H	75
Language (Triddis)	Exp	V	75
Writing (Triddis)	Fam	H	69

Translator (written language)

Etiquettes/Interactions (3 of the 5 chosen written langs)	Exp	M-V	S8
Language (Entren)	Sea	H	75
Language (Triddis)	Exp	V	75
Writing (1 language; Player's Choice)	Sea	H	69
Writing (2 languages; Player's Choice)	Exp	H	69
Writing (2 languages; Player's Choice)	Fam	H	69
Writing (Triddis)	Fam	H	69

All Entris

Choose two and roll 1d6. 6 = Choose another.

Bureaucracy	Fam	E	68
Contacts	Fam	E	67
Current Events	Sea	E	66
Geography (Basic)	Fam	E	65
History (Local or World)	Exp	E/V	65/72
Information Search	Fam	E	68
Orating	Fam	H	71
Writing (1 language; Player's Choice)	Fam	H	69

Ex-Militia Page 56

	Level	Diff	Page
Conceal Self (as Hide in...)	Fam	E	67, 68
Cooking	Fam	E	68
First Aid	Fam	E	68
Fist	Fam	C	S8
Foraging	Fam	E	69
Knife	Fam	C	83
Language (Entren)	Exp	H	75
Set Traps	Fam	M	70
Set up Camp	Exp	E	S8
Stealth (as Silent Movement)	Fam	E	67
Tracking	Fam	E	68
Wilderness Travel	Fam	E	69

Choose one.

Halberd	Fam	C	S8
Pike	Fam	C	S8
Spear	Fam	C	83
Sword, One-handed	Fam	C	83
Sword, Two-handed	Fam	C	83
If a sword was chosen, add:			
Defend w/Shield	Fam	C	75

Choose one.

Bochigon	Fam	V	72
Talmaron	Fam	H	72
Thombo	Fam	M	71

Githerin — Page 64

	Level	Diff	Page
Bribe	Fam	E	67
Conceal Self (as Hide in...)	Fam	E	67, 68
Current Events	Fam	E	66
Getting Around	Exp	E	67
Knife	Exp	C	83
Underground Information	Exp	H	69
All athletic skills at +2			
Choose two and roll 1d6. 6 = Choose another.			
Contacts	Fam	E	67
Earth-tec (Basic)	Fam	E	66
Pick Locks	Fam	H	70
Pick Pockets	Fam	V	69
Search	Fam	E	67
Tailing	Fam	E	67

Gloundan Shadow Warrior Pages 55-56

	Level	Diff	Page
1 Melee Weapon (Player's Choice)	Fam	C	83
Conceal Self (as Hide in ...)	Exp	E	67, 68
Defend w/o Weapon	Sea	C	75
Fauna Recognition	Exp	E	65
Fist (+1 to Injury)	Exp	C	S8
Flora Recognition	Exp	E	65
Kick (+1 to Injury)	Exp	C	S8
Military Etiquette	Exp	H	75
Sis-ganj	Exp	H	S8
Stealth (as Silent Movement)	Sea	E	67
Thombo	Exp	M	71
Tracking	Exp	E	68
Whistling (as Singing)	Fam	H	71
Wilderness Travel	Exp	E	69
Sis-naun (Gloundan martial arts)			S9
All athletic skills at +2			

Iscin (Classical) — Page 63

	Level	Diff	Page
2 Languages (Player's Choice)	Exp	M-V	74-75
Bureaucracy	Exp	E	68
Getting Around	Fam	E	67
Information Search	Sea	E	68
Thriddle Interaction	Fam	H	S8
Writing (same languages)	Exp	H	69
Choose one at Experienced, the rest at Familiar.			
History (World)		V	72-73
Languages		H	73
Literature		V	73
Mathematics		V	73
Philosophy		H	73
Choose one at Experienced, three at Familiar.			
Astronomy		V	74
Bio-tec (Basic)		E	66
Biology		H	73
Earth-tec (Basic)		E	66
Geography (Basic)		E	65
Geology (Basic)		E	65
Isho Weather		V	74
Physics		V	74

Iscin (Outdoor) — Page 63

	Level	Diff	Page
1 Language (Player's Choice)	Sea	M-V	74-75
Etiquette (same as language)	Sea	H-V	S8
Fauna Recognition	Exp	E	65
Flora Recognition	Exp	E	65
Information Search	Exp	E	68
Interaction (same as language)	Sea	M-V	S8
Traveller	Fam	E	65
Wilderness Travel	Fam	E	69
Writing (same as language)	Sea	H	69
All athletic skills at +1			
Choose two at Familiar.			
History (World)		V	72-73
Languages		H	73
Literature		V	73
Mathematics		V	73
Philosophy		H	73
Choose two at Experienced, the rest at Familiar.			
Astronomy		V	74
Bio-tec (Basic)		E	66
Biology		H	73
Earth-tec (Basic)		E	66
Geography (Basic)		E	65
Geology (Basic)		E	65
Isho Weather		V	74
Physics		V	74

Jer — Page 58

	Level	Diff	Page
Conceal Self (as Hide in ...)	Fam	E	67, 68
Crossbow	Fam	M	83
Fauna Recognition	Exp	E	65
First Aid	Fam	E	68
Flora Recognition	Exp	E	65
Stealth (as Silent Movement)	Exp	E	67
Sword, One-handed	Exp	C	83
Weather	Fam	E	66
+2 to Climb			
Choose two and roll 1d6. 6 = Choose another.			
Caji Etiquette	Fam	H	75
Cooking	Fam	E	68
Foraging	Fam	E	69
Geography (Basic)	Fam	E	65
Language (Cleash)	Fam	V	74
Limilates (Find)	Exp	M	70
Limilates (Prepare)	Exp	H	70
Muadra Interaction	Fam	M	S8
Set Traps	Exp	M	70
Thikes	Fam	C	83
Tracking	Exp	E	68
If Muadra Interaction was chosen, add:			
Muadra Etiquette	Fam	H	S8

Learsis — Page 58

	Level	Diff	Page
First Aid	Sea	E	68
Limilates (Find)	Exp	M	70
Limilates (Prepare)	Exp	H	70
Medicine	Exp	V	70
Interactions for human and Iscin races at +2			
Choose one and roll 1d6. 6 = Choose another.			
Biology	Fam	H	73
Earth-tec (Basic)	Fam	E	66
Information Search	Fam	E	68
If character is muadra, add:			
Healer Dysha	Exp	M	97
Roll 1d6. 6 = Also add			
Launtra Moon	Fam	H	91

Merchant — Page 58

	Level	Diff	Page
2 Etiquettes (Player's Choice)	Exp	H-V	S8
2 Interactions (same as Etiquettes)	Exp	M-V	S8
Arithmetic	Exp	E	66
Bargain	Exp	E	66
Fast Talk	Fam	E	67
Knife	Fam	C	83
Thivin Etiquette	Exp	H	S8
Choose one and roll 1d6. 6 = Choose another.			
1 Language (Player's Choice)	Exp	M-V	74-75
Bribe	Exp	E	67
Bureaucracy	Exp	E	68
Current Events	Exp	E	66
Mathematics	Exp	V	73

Querrid — Page 62

	Level	Diff	Page
1 Weapon (Player's Choice)	Fam	–	83-84
Bargain	Fam	E	66
Fauna Recognition	Exp	E	65
Flora Recognition	Exp	E	65
Information Search	Exp	E	68
Language (Triddis)	Fam	V	75
Limilates (Find)	Fam	M	70
Limilates (Prepare)	Fam	H	70
Thriddle Interaction	Exp	H	S8
Weather	Fam	E	66
Choose one and roll 1d6. 6 = Choose another.			
Crystal Cutting	Fam	H	70
Earth-tec (Basic)	Fam	E	66
Fast Talk	Fam	E	67
Language (Shanthic)	Fam	V	75
Wilderness Travel	Fam	E	69
If Shanthic language taken, add:			
Shantha Interaction	Fam	V	S8

Sailor — Page 60-61

	Level	Diff	Page
2 Languages (Player's Choice)	Fam	M-V	74-75
Geography (Basic)	Exp	E	65
Knife	Fam	C	83
Sailing	Exp	E	69
Language (Thowtis)	Fam	H	75
Swim at +3			
Climb (rope) at +2			
Choose one and roll 1d6. 6 = Choose another.			
Acubon Interaction	Exp	H	S8
Drinking	Exp	E	S8
Salu Interaction	Exp	M	S8
Shipwright	Fam	H	70
Story Telling	Fam	H	71

Shast — Page 61

	Level	Diff	Page
Arithmetic	Fam	E	66
Club	Exp	C	83
Current Events	Exp	E	66
Drinking	Fam	E	S8
Language (Thowtis)	Fam	H	75
Military Etiquette	Fam	H	75
Woffen Etiquette	Fam	H	S8
Woffen Interaction	Fam	M	S8
Interaction and Etiquette for bronth, crugar, cygra, and human at +2			
Choose one and roll 1d6. 6 = Choose another.			
1 Language (Player's Choice)	Fam	M-V	74-75
Bribe	Fam	E	67
Fast Talk	Fam	E	67
Gaming	Fam	E	68
Philosophy	Fam	H	73
Underground Information	Fam	H	69

Sherja — Page 55

	Level	Diff	Page
Defend w/o weapon	Exp	C	75
Fast Talk	Fam	E	67
Fist	Exp	C	S8
Kick	Exp	C	S8
Tackle	Exp	C	75
Thikes	Seas	C	83
Underground Information	Fam	H	69
All athletic skills at +1			

Thomboc — Page 60

	Level	Diff	Page
1 Weapon (Player's Choice)	Fam	–	83-84
Bochigon	Fam	V	72
Drinking	Fam	E	S8
Fist	Exp	C	S8
Gaming	Fam	E	68
Knife	Exp	C	83
Thombo	Sea	M	71

Choose one and roll 1D6. 6 = Choose another.

Cooking	Exp	E	68
Creature Care	Fam	H	70
Horse	Fam	M	72

Toth (city) — Page 61

	Level	Diff	Page
Current Events	Exp	E	66
Getting Around	Exp	E	67
Weather	Fam	E	66
Crowd Maneuver at +2			S15

Toth (country) — Page 61

	Level	Diff	Page
Farming	Exp	M	69
Thombo	Fam	M	71
Weather	Fam	E	66
Wilderness Travel	Fam	E	69

Yiordeh — Page 62

	Level	Diff	Page
Bribe	Fam	E	67
Conceal Self (as Hide in...)	Fam	E	67, 68
Fast Talk	Exp	E	67
Fist	Fam	C	S8
Getting Around	Fam	E	67
Information Search	Exp	E	68
Knife	Exp	C	83
Sword, One-handed	Fam	C	83
Tailing	Exp	E	67
Underground Information	Exp	H	69

Choose one and roll 1d6. 6 = Choose another.

Bureaucracy	Fam	E	68
Contacts	Fam	E	67
Current Events	Fam	E	66
Gaming	Fam	E	68
Pick Locks	Fam	H	70
Crowd Maneuver at +1			S15

Yord — Page 63

	Level	Diff	Page
Fist	Fam	C	S8
Getting Around	Exp	E	67
Human Interaction	Exp	M	S8
Knife	Fam	C	83
Crowd Maneuver at +2			S15

Choose one

Polearm or Sword (Player's Choice)	Fam	C	83/S8

Choose one and roll 1d6. 6 = Choose another.

Bureaucracy	Fam	E	68
Conceal Self (as Hide in...)	Fam	E	67, 68
Current Events	Fam	E	66
Tailing	Fam	E	67

Interaction Modifiers

Race	Boccord	Bronth	Crugar	Cygra	Human	Muadra	Woffen
Acubon	-3	+0	-4	-3	-3	-3	+0
Blount	+0	+2	-4	-3	+0	+0	+0
Boccord	+0	+1	-4	-2	+1	+2	+1
Bronth	+0	+0	-8	-5	+0	+0	+3
Cleash	-8	-8	-8	-8	-8	-8	-8
Corastin	+0	+2	+0	+0	+0	+0	+0
Croid	-5	-5	-3	-5	-3	-3	-3
Crugar	-1	-4	-1	-1	-3	-2	-12
Cygra	-1	-5	-1	+0	-2	-1	-6
Human	+0	+3	-3	-2	+0	+0	+0
Muadra	+1	+1	-3	-1	+2	+0	+3
Ramian	-5	-8	-1	-3	-5	-5	-3
Salu	+0	+2	-3	-3	+0	+0	+3
Scarmis	-3	-3	-3	-3	-3	-3	-3
Shantha	-3	+0	+0	+0	-3	+3	+0
Thivin	+5	+2	+0	+1	+5	+5	+3
Thriddle	+3	+1	-3	-1	+3	+3	+0
Tologra	-3	+0	-2	-2	-1	-1	+0
Trarch	-3	+0	-3	-1	-3	-3	-3
Woffen	+3	+3	-10	-5	+4	+3	+0

Optional Rules

Character Generation

You may wish to make the cost of skills more accurately reflect their difficulty. You may want to charge players one point for 1 point of a Combat (Melee) or Easy skill; two points for 1 point of a Moderate skill; three points for 1 point of a Hard skill; and four points for 1 point of a Very Hard skill. The "1 point" rule still applies to character generation: Buying (not spending) one point of a skill whose Unfamiliar Rank is 0 automatically takes you to the Familiar level, but the cost of that one point will vary according to the difficulty of the skill.

Skill Changes

There are several skills in the third edition that can be redefined to make your game run smoother.

Lore: This skill is given as relating to knowledge of fables and myths, but no fables or myths are given. An alternative is to have an *area* of knowledge, such as Shanthic Lore, Burdothian Lore, Gire Lore, Military Lore, Colony Lore. Higher levels within the skill have the same benefits as given on Page 66.

Getting Around: The skill is described on Page 67, but you should specify the geographic area the character knows, as is suggested as an option. Examples would be Gauss Valley, Ardoth, South Khodre, Thantier, Sillipus, The Doben-al, etc.

While not defined as a skill in the third edition, you might find it useful to use the second edition version of Crowd Maneuver instead.

Crowd Maneuver (Easy): This is a skill useful in metropolitan areas, such as the markeplace, a crowded street or an illidge. Yords and yiordeh receive Crowd Maneuver bonuses that make their execution of these maneuvers easier. The sholari chooses one of the following levels of the degree of crowding and asks the player to roll below the indicated number on 1d20 as a Crowd Maneuver for his character: CROWDED: Quite a few people around (12). PACKED: More people than recommended; hard to get around (8). BLOCKED: Shoulder to shoulder; nearly impossible to cut through (4).

Skill Improvement

The rate at which different skills progress depends upon different characteristics. Combat skills, for instance, depend upon Agility, while literature and mathematics depend upon Learn. After using a skill for a while, a 3d6 die roll is made against the appropriate characteristic. If the roll is lower than or equal to the characteristic, the skill level of that skill goes up by 1. The chart on page 84 of the third edition indicates which skills depend on which characteristics.

How often a roll may be made to improve a skill depends upon how often the skill is used. The sholari will make a judgment in each case, using one of the words below to describe the intensity with which a skill has been used.

The skill use has been:

INFREQUENT: Roll every year of game time.
CASUAL: Roll every six months of game time.
REGULAR: Roll every two months of game time.
INTENSIVE: Roll every month of game time.

Note for the Sholari

The rules give characters great latitude in choosing their skills, especially where it comes to Extra Skills (bottom of page 53). As sholari, you have the authority to place any limits that make sense for the character. For instance, it wouldn't make sense for a dyte punk to be an expert in the Iscin skill of Bio-tec. However, if the player can give the sholari a reasonable character history, make allowances. Use discretion. Less experienced players tend to sabotage their characters by using all their skill Rank points on a few skills.

Creating New or Custom Occupations

You may want to create a new occupation for characters in *SkyRealms of Jorune*. While the original occupations evolved over several years of experimentation and playtesting, new players have different ideas of what makes a good Jorune adventurer.

Think about the skills a character would logically receive from an occupation. For example, it's reasonable that a klade member would gain skills related to his klade training, and it would make sense that most people on Jorune would have some familiarity with at least one weapon. It doesn't make sense for an Oriem Klade candy maker to also have skills in Earth-tec operation and modification or a bonus to a skill with a two-handed sword (unless he was making really *big* candies).

The following guidelines may help you generate new occupations.

1. Determine the name for the occupation class. Does it have a Jorune-based name or is it an occupation directly related to Earth?

2. Determine the education cost for the occupation. Allow approximately 15-20 points of skill for each point of cost.

3. Determine minimal characteristic requirements (usually no more than four characteristic requirements).

4. Determine any bonus points for characteristics or skill ranks (usually no more than three in each category).

5. Specify the skills that come with the occupation class. List them by name, difficulty, and the level at which the character receives the skill. Review the occupational skill listings (pages 10-14 in this booklet) for examples. Use the Skill Difficulties chart below to calculate the exact point value so you can maintain fairness in creating the occupations (keep in mind the approximate 15-20 points per point of cost for the occupation). You may offer less for extremely valuable skills.

SKILL DIFFICULTIES					
	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

Use this chart for cost guidelines.

Type	Example	Minimum Cost
Laborer	*Physical* Miner, fisherman, etc.	8 points
	Mental Clerk, student, etc.	9 points
Group	Military, yord, etc.	10 points
Individual	Doctor, crystal cutter, etc.	12 points
Technical	Earth-tec operator, repair, etc.	12 points

To create skills that do not exist, define the skill and determine the capability of the character at the four levels of ability (Unfamiliar, Familiar, Experienced and Seasoned).

For example, to create a **Librarian**, you would charge a minimum of 9 points and offer up to 180 points in skills. Logically, your librarian would receive Information Search, Bureaucracy, History, Lore, and high language skills. You may want to create **Publishing**, which allows the character to repair or create books, pamphlets or newspapers; or **Filing**, the ability to store and retrieve publications, documents or items. This offers the character a lot of information, but will not give him a lot of practical experience in *using* the information. It might make sense that a librarian might carry a knife, but it doesn't make sense for a librarian to gain a 16 skill in spear.

Similarly, a **Harvester** can drive and repair an Earth-tec durlig planter/aerator/cultivator. You may want to create skills like **Mechanical Agriculture** or **Irrigation**. The harvester would receive custom skills, plus Earth-tec (Basic), Earth-tec (Adv.), Geology, etc., but he probably wouldn't learn a lot of languages or Geography.

Not all skills need to be combat oriented. The sholari makes the final decision and your player can either accept the offer, or choose one of the prepared occupations.

•••

If you create new occupations, we'd like to know about them. Maybe your occupation will appear in a future support book for *SkyRealms of Jorune*.

Racial Statistics

	Life Span	Age of Majority*	Avg. Height	Avg. Weight	General Information
Acubon	35	14	5'6"	140	Human mutation. Primarily found in (yes, *in*) Lake Dau-uh-dey.
Blount	22	7	4'2"	80	Iscin race. Primarily found in Burdoth, Lake Dau-uh-dey, West Trinnu Jungle Lands.
Boccord	55	15	7'0"	250	Human mutation. Primarily found in Burdoth, Doben-al, Heridoth, Jasp, Khodre, Ros Crendor.
Bronth	45	11	6'4"	450	Iscin race. Primarily found in Dobre, Hobeh, Lundere.
Cleash	30/85 300	5	6'4"	325	Lamorri cooperative race. Primarily found in Drail, Gilthaw, Trinnu Jungle Lands.
Corastin	35	9	10'0"	450	Lamorri slave race. Primarily found in Drail, Hobeh, Jasp, Khodre, Ponteer, Sillipus, Trinnu Jungle Lands, most swamps.
Croid	25	5	9'6"	400	Lamorri slave race. Primarily found in Doben-al, Drail, Glounda Forest, Ponteer, most deserts.
Crugar	35	9	5'7"	170	Iscin race. Primarily found in Doben-al, Temauntro.
Cygra	35	9	5'6"	165	Iscin race. Primarily found in Jasp, northern Temauntro.
Human	60	16	6'0"	180	Direct descendants from Earth Colony. Primarily found in Burdoth, western Drail, Heridoth, Hobeh, Jasp, Khodre, Sillipus, Thantier.
Muadra	50	16	5'5"	120	Human mutation. Primarily found in Anasan, Burdoth, Jasp, Khodre.
Ramian	80	19	9'0"	220	Lamorri subspecies enslaved by lamorri. Primarily found in southern Drail, Ponteer, Sillipus, Voligire.
Salu	40	11	5'8"	170	Human mutation. Primarily found in coastal regions and islands.
Scarmis	30	5	6'0"	235	Cleash slave race. Primarily found in Drail, Gilthaw, Glounda Forest, Khodre, Ponteer, Sillipus, Temauntro, Trinnu Jungle Lands.
Shantha	70/200**	?	6'8"	190	The dominant native race of Jorune. Primarily found in Delsha, Lundere, Shuul, small communities scattered across Jorune in underground cities (see entries in Gazetteer).
Thivin	75	15	5'5"	150	Ramian mutation. Primarily found in Burdoth, Heridoth, Jasp, Sillipus, Voligire.
Thriddle	120	24-35	4'10"	150	Lamorri servant race. Primarily found in Tan-Iricid and Cosahmi; also found in most major cities.
Tologra	50	15	6'7"	280	Iscin race. Primarily found in Sharden.
Trarch	30	12	5'8"	200	Human mutation. Primarily found in Anasan, Drail, Ponteer, Sillipus, south Temauntro, Trinnu Jungle Lands.
Woffen	35	10	5'8"	160	Iscin race. Primarily found in Anasan, Burdoth, Dobre, Heridoth, Khodre, Lundere, Trinnu Jungle Lands.

*Age at which the species is able to reproduce; accepted as adult by the society.
**Selected individuals have an extended lifespan to serve a purpose for the shantha.

Weapons

Weapon	Advantage	Defense	Damage	Notes
Axe	-2	-4	Axe	4' long
Battleaxe	-4	-4	Battleaxe	5' long
Bite	+2	*	Bite	
Blaster pistol	+2	+2	Blaster	Requires slab ammo; 5 shots/power cell
Blaster rifle	+3	-1	Blaster +4	Requires slab ammo; 3 shots/power cell
Blaster turret	+4	-3	Blaster +8	Requires slab ammo; requires portable pile, or 2 power cells/shot
Bola	+0	-1	Sling	Entangles
Bow	+0	+0	Bow	4 yules for 10 arrows
Bow, long	+0	+0	Longbow	4 yules for 10 arrows
Claws	+1	*	See Notes	See Fist and Kick on page 8 of this book for damage.
Club	-2	-2	Club	
Crossbow	+0	+0	Crossbow	10 yules for 12 bolts
Crossbow, heavy	+0	+0	Crossbow +2	10 yules for 12 bolts
Field Ram pistol	+2	+0	Field Ram	10 shots/power cell
Field Ram rifle	+4	-2	Field Ram +3	2 shots/power cell
Field Ram turret	+6	-5	Field Ram +6	Requires portable pile, or 4 power cells/shot
Fist	+0	*	Fist	
Halberd	-2	-1	Halberd	
Kick	+0	*	Kick	
Knife	+2	*	Knife	
Knife, throwing	+0	*	Throwing Knife	
Laser pistol	+1	+0	Laser	20 shots/power cell
Laser rifle	+3	-1	Laser +4	8 shots/power cell
Laser scalpel	-3	-3	Knife +4	
Laser torch	+3	+0	Heat +4	
Laser turret	+5	-4	Laser +8	Requires portable pile, or 2 power cells/shot
Mace	+0	-2	Mace	
Mathin	+2	+0	n/a	Roll under Constitution or run!
Morning star	+0	-4	Morning Star	
Pike	-1	+0	Pike	
Pulsar pistol	+1	+0	Laser	30 shots/power cell
Pulsar rifle	+2	-1	Laser +4	8 shots/power cell
Pulsar turret	+3	-2	Laser +8	Requires portable pile, or 12 power cells/shot
Rock	+0	+0	Rock	
Shanthic blade	-1	-1	Sword + bonus**	Bonus to armor penetration**; -2 to hit
Sis-ganj	+1	*	Throwing Knife +1	
Sling	-1	+0	Sling	
Spear	+0	-1	Spear	
Spear, thrown	+0	-1	Throwing Knife +1	
Staff	+2	+1	Staff	5' to 8' long
Stunner pistol	+1	+0	10 Stamina	5 shots/power cell
Stunner rifle	+1	-2	14 Stamina	2 shots/power cell
Stunner turret	+3	-4	17 Stamina	Requires portable pile
Sword, hard-	+0	+0	1-handed Sword +1	Made of stone
Sword, one-handed	+0	+0	1-handed Sword	
Sword, two-handed	-1	-1	2-handed Sword	Not scaled to race size
Thikes	+2	*	Knife	To hit = Fist
Throw explode	+0	+0	See Notes	Damage = Field Ram -2/yard away from point of explosion
Trident	+0	+2	Trident	

*Use Defend without Weapon for this weapon.

**Damage/Penetration as One- or Two-handed Sword, plus bonus according to blade quality (+1 to +4)

Limilates

ambreh	Adds 3 points to Education for three hours. Used when learning things dependent on memory.
arrigish	Promotes healing in most races (see shirm-eh for ramian healing).
awthew-tie	Developed to cure awthew. Causes sickness but slowly returns user to normal walking and alertness.
doul	Temporarily adds 5 to character's Color points. Used by caji when learning new dyshas.
gawdieth	Required for woffen to run on four legs without discomfort.
goseen	Temporarily renders males sterile. Used to prevent conception.
halcen	Produces limited pain-blocking, tranquility, and sleep. Acts as a sedative.
hilc	Allows ingestion of Joruni plants and animals by Earth-based races.
keether	Prevents body from holding on to isho for up to one hour.
rimeen	Lowers Color characteristic and Moon skills by 15 for one day.
serrl	Helps prevent airsickness.
shirm-eh	Promotes ramian healing.
stoma	Anti-hangover limilate for woffen.
thon	Adds 5 to character's Strength for three hours. Overuse can cause addiction and death.
tothy	Cheaper, poorer grade of arrigish. Not as effective or as long-lasting.

Cleash Capsules

Weapon	Damage	Price	Notes
Blinder	none	6 links	Tear gas. Make Agility roll or blinded for five minutes of game time.
Cold	Heat -2	10 links	Area effect, 5 yards across
Fire	Heat	15 links	Fireball, 3 yards across
Flare	none	1 link	Glows as camp fire for an hour, but no heat
Food Odor	none	6 links	Attracts small predators and food insects to the broken capsule
Knock-out	10 Stamina	20 links	Make Agility roll for no damage.
Repel	none	3 links	25% in area made nauseated/leave
Smoke	none	1 link	Area effect, 5 yards across
Tangler	Club -2	20 links	Explodes in thick ropes that flail around victim, generating one random location of superficial damage. Roll under Strength to break bands.
Throw Explode, Jr.	Power Orb +2	20 links	

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JORUNE TIME LINE

(For Sholaris Only)

BC = Before Colony; PC = Post Colony

BEFORE THE EARTH COLONY

3100 BC The First Shanthic War begins.

2100 BC The Great Shanthic Wars end. The seven sects are established.

2000 BC Ca-Tra create first cle-eshtas.

1900 BC Ca-Gobey begin building the great cities.

1800 BC Elip ston created as a religious artifact by Ca-Shal.

1700 BC Keeper rods developed by the Ca-Du sholari.

1550 BC Lamorri exploratory ship arrives.

1525 BC Lamorri armada reaches Jorune. Cleash arrive as partners in the conquest and bring scarmis as their slaves. Thriddle arrive as servants to the lamorri; corastin, croid, and ramian arrive with lamorri as slaves.

1520 BC Isho geography program begun. Doben-al eventually chosen as prime site for thooh'sa construction.

1515 BC Process for the artificial creation of skyrealms started by lamorri. Shanthic cities are destroyed beneath harvested lamorri skyrealms. Plan to enhance natural skyrealms begins.

1500 BC Lamorri Doben-al program begins.

1490 BC Lamorri isho structures completed in Doben-al, Tan-Iricid, Ardoth, and eight other locations on Jorune. Only the Doben-al structure is fully activated, draining isho from surrounding land, creating the Doben-al desert. Ardoth's underground lamorri complex prevents warps from being created, but the portion that kills isho harmonics is partially destroyed during the final shanthic siege of the city.

1460 BC Lamorri begin preparing several skyrealms for export from Jorune. First shanthic rebellion suppressed by lamorri control of isho.

1450 BC Two skyrealms destroyed by early elip ston.

1449 BC Orbiting lamorri starcraft destroyed over northeast Doben-al. Crashes south of present day South Khodre.

1448 BC Successful shanthic revolt from lamorri subjugation. Eelshon She-evid (the Warp Walker) released into the Doben-al.

1447 BC Thosk cannon created by Ca-Desti shantha. Cle-eshtas brought to new levels of sophistication.

1446 BC Lamorri leave Jorune, abandoning all the subservient races (cleash, corastin, croid, scarmis, ramian, and thriddle).

46 BC Faster-than-light drive developed on Earth.

43 BC Robot probe from Earth discovers Jorune.

31 BC Manned expedition launched from Earth for Jorune.

29 BC First scientific expedition reaches Jorune. Iscin and Bomoveris are members of this team. Colony sites are negotiated with the shantha.

18 BC 20,000 humans depart from Earth for Jorune in eighty ships to begin colonization.

THE EARTH COLONY

10 BC Colonists land on Jorune and are assigned locations. Iscin put in charge of the durlig project, which is behind schedule.

9 BC Tensions rise on Earth. Colonists are assured everything is fine.

8 BC Several transport ships arrive from Earth. They aren't sure there will be anyone to greet them upon return. Iscin establishes several labs for his own research.

7 BC Iscin puts his spare time into working on a reco that produces shirm-eh for the ramian. He works out of his secondary lab in Voligire.

6 BC News arrives that the situation on Earth is deteriorating. Iscin is unable to present the results of his work to the ramian before he is summoned back to the base in Gauss Valley.

5 BC First trials of durlig plant commence. This initial variety is called gerrig. It takes to Jorune soil well, but is difficult to extract and prepare.

4 BC News arrives that Earth is at war. No more supply ships will be sent. Some of the ships en route return to Earth. The supplies that do arrive are insufficient for the colony to survive.

3 BC Schisms within the Earth colony lead to violation of agreements with the shantha as colonists move into additional lands, violating sacred sites. The shantha request that the humans conform to their original agreement. Durlig development goes into full swing, with plantings to occur over the next year.

2 BC Colonists enter Cali-Shafra, the shanthic Battle Lands of the Ancients. Native crops are removed and durlig is planted to avoid mass starvation.

1 BC Colonists transgress sacred Galsh-aca (present-day Essanja), shanthic burial grounds, in search of rare earths. Shantha retaliate, destroying some bulldozers and killing one man. Twelve shantha are killed. Tensions rise and colony sites are put on alert. Bomoveris starts development of bio-tec weapons to destroy shanthic race if colonies are attacked.

Zero Launch of shanthic attacks on colony sites. Official start of the Human-Shanthic War. Virtually every colony site attacked by massive shanthic assault. Bomoveris releases a bio-tec virus into upper atmosphere, killing 99% of the shantha within days. Iscin is only survivor of his colony site in present-day Gauss Valley. After several months alone, he is convinced he is only human survivor on the planet and begins working on creation of bio-engineered creatures he believes can survive on Jorune.

The Dying Times
The Great Wanderings

1PC Shantha destroy concentrations of Earth-tec in all but Newfield Research Station in present day Thantier. Although only a minor station with several field posts, Thantier's modest supply of Earth-tec will quickly become the most significant power on post-war Jorune. It becomes clear to many surviving colonists that shantha avoid killing humans who do not carry Earth-tec, but hunt down individuals with subtronic equipment, tec-tons or those located near Earth-tec installations. Recommendation is broadcast from colony near Jasp to bury Earth-tec in cryo-bins to survive; retrieval of equipment in small amounts can come later. Human population reduced to a few thousand individuals scattered across Jorune.

2 PC Thantierian survivors begin exploring other research centers with Thantier's one hovercraft. They gather a few survivors and survey extent of destruction, but do not find caches other colonies used to hide their Earth-tec from shantha.

6 PC After six years of maniacal work, Iscin creates blount.

11 PC Thantierians journey to Tan-Iricid to follow up on earlier surveys. Thriddle, eager to learn of the colony and its lost work, welcome the visitors and share the island with them. Thantierians decide the location is easily defensible and want it as their own.

12 PC Thantierians invade Tan-Iricid. Thriddle drive back Thantierian assault with unkown technology involving massive amounts of power. Most of the Thantierian Earth-tec is destroyed during the assault.

13 PC Thantierians begin long history of internal skirmishes for control of remaining Earth-tec. Modest stock of Earth food seeds is available for low-tech agriculture and small farms are established.

14 PC With the blount Sellsnib, Iscin creates crugar. The new creation is a disappointment. He was expecting a long-haired, pale-furred version of crugar. Iscin does not recognize cygra within the first litter, but the breed will eventually dominate northern Temauntro.

18 PC Iscin creates woffen. Considers it an improvement over the crugar, but certain traits are lacking for survival.

21 PC Iscin creates bronth. Considers it a success.

24 PC Iscin creates tologra (as secretly as possible, for fear of crugar reaction). At this point, the crugar are as much as ten years old. Iscin notes in his journal that Choundra, an especially feisty crugar, has demonstrated great cunning.

27 PC While patrolling, two crugar are shot and killed by a human (Bomoveris) with a blaster. He is shocked by the engineered forms of life. Iscin arrives soon enough to prevent Bomoveris from being surrounded and killed by the remaining crugar. All of the bio-engineered races are present as Iscin takes Bomoveris into his home. The crugar are infuriated that Iscin allows Bomoveris to live, but Iscin tells them that they cannot kill a human. Having been out of contact for twenty-two years, the two humans have much to discuss. They talk and argue the entire night. As they talk, they find themselves more at odds. Iscin cannot accept Bomoveris' genocidal solution to human annihilation (the extermination of the shantha), while Bomoveris considers Iscin's experiments a breach of ethics and morality (alteration of creatures is a perversion of their natural form). However, as two surviving humans, Iscin and Bomoveris realize that they are in a very special position on the planet. Choundra refuses to let the incident of the killed crugar pass. The next morning, attempting to kill Bomoveris as revenge for the deaths of his sister and brother, he accidentally kills Iscin with a blaster. The energy weapon used by Choundra was modified by Sellsnib, the blount whom Iscin had personally trained in the ways of Earth-tec. In the confusion of the death of Iscin, the "giver of life", Bomoveris escaped. The Iscin creatures know nothing of his eventual fate.

28-37 PC The Iscin races are held in brutal slavery in the compound under the rule of the crugar, who are most powerful of the Iscin children at this point.

28 PC Bomoveris captured by shantha and placed in keeper rod.

37-78 PC The Great Wanderings. After suffering under the crugar, the Iscin creatures escape and go west, crossing Kuggin Mountains and entering Doben-al. The search for food and meetings with creatures like dhar corondon drive them south. They ultimately travel as far north as southern Ros Crendor, west to Lake Dau-uh-dey, and south to Thantier. The crugar and cygra remain in the Gauss Valley.

42 PC Last eleven original survivors of Newfield Research Station establish a network of trails and stations to keep as much contact as possible between the various camps of survivors in Thantier.

78 PC Woffen head back east to Gauss Valley, then south through the East Trinnu Jungle Lands and finally into Anasan. Bronth, tologra and blount temporarily settle at the edge of Lake Dau-uh-dey.

82 PC After four years, the bronth-led group splits up. The blount remain and name Lake Dau-uh-dey. Bronth and tologra continue north and east along coast and eventually reach what is today northern Ros Crendor. In Gauss Valley, tensions build among crugar as differences between what will become crugar and cygra become more pronounced.

83 PC Drought hits Gauss Valley. Crugar bicker amongst themselves and are faced with a food shortage. They leave the valley and head west to follow migrations of some herd animals. Later, in Doben-al, they split apart into two groups. One contingent travels north. Bronth and tologra build ships at Ros Crendor and sail east. After a strong storm, the tologra are thrown off course and their ships end up far to the east in a land they call Sharden. Tologra become a myth for most of Jorune. The bronth land at and settle in Dobre.

90 PC Cleash begin to come into Thantier. First contact between Thantierians and cleash results in major

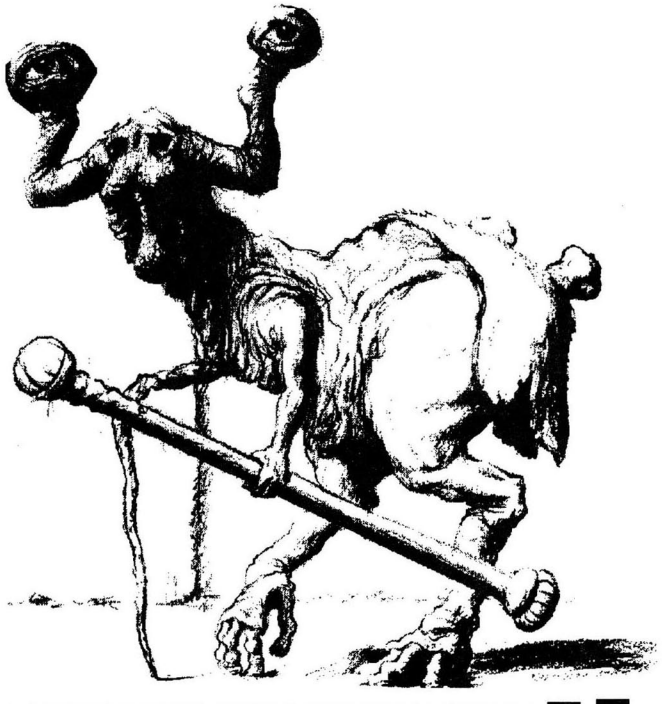
battle leaving over one hundred colonists and twenty cleash dead. Ensuing skirmishes show that at first cleash kill with little provocation; after human retaliation, they begin to attack on sight. Using the growing population, humans in Thantier begin to build and live in fortresses.

95 PC Cleash insurgence in Thantier becomes much stronger and continues for approximately the next thousand years. Thantierian colony network destroyed, possibly due to cleash activity. Swordsmithing and weapon-making return to status of basic crafts. Siege warfare is reinvented for use against the cleash. Thantierian civilization regresses as it learns to cope with the growing cleash threat.

96 PC Horse breeding flourishes and thombo domestication begins along north shores of Sea of Cerridus.

100 PC Last of Earth-supplied foods are thought to have been exhausted. In Thantier, human population declines without fresh stock to replenish bio-engineered Earth foods. Iscin's plans for durlig are relatively unknown. The plant was so new that although it is seeded over much of Jorune, most will not eat the noxious leaves and roots. Human life expectancy falls to 36 years; the secret of durlig and the locations and contents of the cryo-bins passes into legend.

"Now, which story was it you wanted to hear?"



The Dark Age

133 PC Woffen in Anasan discover a stable warp to Lundere (near Yobreh) and settle Lundere peninsula.

135-595 PC Cygra begin settling northern plains near Jasp and Khodre. Crugar range the Temauntro with occassional forays to neighboring realms.

200 PC (date approx.) Warp between Anasan and Lundere fails and remains closed for two millennia. Woffen begin seafaring as a way of seeking their lost brethren; woffen sailors take the name "searcher."

250 PC (date approx.) Ardoth is established as a fishing village.

400-600 PC The Age of Monsters. A major alignment of Jorune's moons causes mutations, including acubon, boccord, muadra, salu and trarch. Some mutations did not breed true and eventually died out. Hundreds of monstrous mutations create a fearful response in common people and public pursecution and execution of mutations begin. First destruction of Ardoth by massive tidal effects of alignments.

555 PC (date by tradition) Paul Gauss born in Gauss Valley.

560 PC (date by tradition) Mayatrish born in Ardoth.

570 PC In Thantier and Gauss Valley visibly mutant children (trarch, salu, acubon, etc.) are killed at birth, while muadra and boccord children are driven away or killed at puberty. In Ardoth mutant children are allowed to grow; boccord establish their value as hunters, salu as fishermen. Muadra are considered small or weak humans, not mutations.

574 PC Paul Gauss discovers Iscin's private laboratory in the hills above Gauss Valley. He is barely able to read Iscin's journals on durlig and finds the foul tasting plant was engineered specifically to provide Earth-based life full nourishment. Gauss begins a regimen of durlig. He is unable to get his neighbors to try his new diet. In Thantier, persecution of mutant races eliminates all but purebred humans.

578 PC Gauss has grown from average to very healthy and robust. He convinces his neighbors to eat durlig, encouraging them to begin experimentation with preparing, cooking, preserving, and spicing it – anything to kill the taste. They begin to flourish.

584 PC Gauss begins exporting durlig to other human settlements in the valley. Iscin's name is revered in human cultures from this point forward.

586 PC Mayatrish begins a trip by talmaron from Ardoth, but is attacked by duradon over Gauss' settlement. She falls to earth with her wounded talmaron. The talmaron dies, but Mayatrish is nursed back to health by Gauss' people. She stays with Gauss' family and learns the ways of his people, and teaches them about her people in Ardoth. Gauss and Mayatrish fall in love.

587 PC Paul Gauss and Mayatrish are married. The people of the settlement (now called Gauss) build a great wood statue of a talmaron as a wedding present to Mayatrish.

589 PC Ardothians, flying by talmaron, find Mayatrish in Gauss because they see the talmaron statue. She returns to Ardoth with them and is reunited with her

family. She gives birth to a boccord son, Michael. She keeps the child's birth secret from Paul, who would have it killed as a non-human. Michael has no problem growing up among the human, boccord and muadra children of Ardoth.

590 PC Trade begins between Gauss and Ardoth through the efforts of Mayatrish and Paul Gauss. People of Ardoth become healthier as they begin eating durlig. Boccord and muadra from Gauss emigrate to Ardoth when they can to escape prejudice; Gauss welcomes the chance to be rid of minorities they consider a blight.

591 PC Mayatrish returns to Gauss. She continues to spend at least one season each year in Ardoth with her family, raising Michael.

600 PC (date approx.) Sea wall construction begun in Ardoth.

607 PC Mayatrish tells Michael about problems in harvesting durlig, which grows very deep in the ground. She asks him to think of a way to make harvesting easier. He begins to work on domesticating thombo, previously used only for livestock.

609 PC Michael leads a caravan of thombos to the city of Gauss. Mayatrish embraces him when he arrives, causing whispers of disdain. When Michael shows how thombos can make durlig harvest easier, by attaching a rig and having a thombo team pull the plants out, the disdain turns to a small measure of respect. Mayatrish then admits that Michael is her son; Paul Gauss accepts his son and concedes that there is a place for the mutant humans in society; the slaughter of mutant children must stop.

615 PC Paul and Michael Gauss supervise a secure trade route between Gauss Valley and Ardoth.

616 PC Paul Gauss' death.

620-1700 PC A series of plagues sweep through human and Iscin populations. Restoration gains from the pre-plague era are almost lost. Civilization returns to primitive levels. Several cities rise, flourish and are wiped from the planet by contagion. New standards of hygiene determine the survival of whole populations.

621 PC Michael Gauss, now called Khaun ("Great son of"), maps strategies for defense of Gauss Valley from anti-mutant fanatics.

623 PC Mayatrish dies in the first of the Valley Plagues, along with thousands of the inhabitants of the valley. Some refugees seek other havens.

624 PC Crugar begin striking at human settlements in Gauss Valley. Already weakened by plagues, inhabitants of valley, under leadership of Khaun Gauss, retreat to a mountain stronghold named after their leader. Battle with crugar leaves new city burned and empty. Khaun Gauss dies during battle. Surviving humans leave Gauss Valley, now inhabited by crugar.

700 PC (date approx.) Field science team from Jasp makes first discoveries of levitating crystal formation that will become foundation of Jaspian schooner technology.

750 PC The Sobayid Document rumored to have been written. First documented use of word "sage" as a regional ruler.

800 PC Trade between Gauss Valley and Ardoth begins again.

820 PC Secret of skyrealm levitation unlocked by Jaspian scholars.

842 PC First Jaspian airship built by Ton Harik.

900 PC (date approx.) Salu begin building ships for Jaspian commercial fleet.

955 PC Kah Denni Harangire, a ramian Chiven Rachu-eh, is admitted for an audience with the Council of Servants in Jasp.

958-1162 PC Peaceful coexistence between Jasp and ramian. Partnership with ramian proves profitable for both Jasp and Voligire.

1100-1200 PC Many cities near Gauss Valley repopulated. Northern cities such as Sychill and Trosoe are founded around this time.

1100 PC Great plague in Gauss Valley. City of Khaun Gauss abandoned again.

1105 PC Boccord make their way to Jasp to seek new homes. Cleash vanish from Thantier.

1107 PC Boccord receive old city of Jasp on Aylon Strait in exchange for services to nation of Jasp.

1110 PC First boccord on Jaspian Council of Servants.

1127 PC Expedition from Thantier encounters Ardothian party descended from survivors of North Valley Research Station in Gauss. Ardothians have never seen cleash, described to them by the Thantierians, but consider crugar to be their main enemy. The Thantierians think of crugar as a minor nuisance, and have no respect for the Ardothians. The two parties separate with no desire to resume contact with each other.

1140 PC (date approx.) Cultivation of durlig begun in Ardoth's south fields.

1145 PC Muadra seek refuge in Jasp.

1162 PC Ramian raid on Jaspian crystal fields for levitation crystals.

1163 PC Jarman Geer engineers Jasp's destruction of Gire Ko Jey Garichee's ramian fleet.

1164 PC Muadra permitted to settle outside the city walls of Old Aylon.

1200 PC Famines and rot plagues begin. Will continue intermittently for next 500 years, reducing the growing population of human, Iscin, and mutant races.

1500 PC (date approx.) Jaspian coastal trade begins along northern coast as far east as Ros Crendor.

1700 PC Crugar from the Doben-al enter through northern Gauss Valley, driving most of population out. Newly resettled, Khaun Gauss is burned to the ground again.

1800 PC (date approx.) First stable Jaspian crystal schooner design permits trade to be expanded beyond coastline.

1900 PC Crugar have lived in Gauss Valley for two centuries, but are driven out by extensive drought and disease. They travel west, to Doben-al.

2000 PC Khaun Gauss returns to functional human and mutant population through immigration from Ardoth and southern lands.

2100 PC (date approx.) Ramian attempt to claim crystal fields of Jasp, source of large crystals that make skyships possible. Jasp destroys ramian fleet and issues threat

to destroy Vinteer (capital of Voligire) if ramian attempt any action against Jasp in future.

2200 PC Moon alignment creates enormous tidal disturbances in Burdoth. Many coastal cities destroyed for first time. Ramian invasions into Sychill and other coastal cities come at the same time. Carissey region introduces metal coinage to replace crystal currency currently in use.

2220 PC Humans live in peace with acubon and blount on shores of Lake Dau-uh-dey after initial clashes. Coleels enter world trade.

2500 PC (date approx.) Warp reopens between Anasan and Lundere.

2677 PC Tologran revolt in Sharden against dictator Hulsan Terassi; he is defeated with aid from ramian.

2704 PC Laindra Elayn travels west from Heridoth. Upon returning home, she carves images of peoples and animals she saw. Her work sparks a renaissance in Joruni exploration.

2914 PC Gends, a young muadra, discovers the shanthic temple of Tashka, protected by Sho Copra Tra, a sholari. Gends begins training with Sho Copra Tra and becomes the first muadra capable of weaving dyshas.

2924 PC Caji Gends is now very skilled with dyshas and is given title "copra" by Sho Copra Tra. He returns to his people in Gauss Valley and begins to teach philosophies and technology of dyshas to select muadra. He trains his students in a peaceful manner which is called the Way of Gends. New muadra become Maustin Caji, a secret society. Gends' friend and thriddle advisor Bennid Ho-Gomo is also trained (his knowledge later filters down to other races).

2933 PC Crugar invade the Gauss Valley.

2934 PC Ninindrue Plague Slayings. A plague rages out of control in Gauss Valley. It afflicts only woffen, paralyzing them and leaving them helpless as crugar invasion of valley gets underway. They cannot defend themselves. Caji Gends trains his band in dyshas of Desti. They defeat crugar killers. Woffen and muadra become bound in friendship. Woffen begin to learn Power Hold to avoid repeat of Ninindrue slaughter.

2935 PC Crugar driven out of Gauss Valley.

2940 PC Telmin on Reet settled by patriots of Trosoe, Sydra.

2947 PC Caji Doss, a student of Caji Gends, brings the Way of Gends to Jaspian muadra.

3007 PC Crugar invade Ardoth. Shandane of Heridoth brings relief to Ardoth and helps drive out crugar forces, then establishes control over Ardoth.

3010 PC Shandane expelled from Ardoth by popular revolt. He returns to Heridoth.

3017 PC Several small battles occur between cities in Heridoth. Shandane dies in a battle at Sholis.

3076 PC Thousands starve in Jasp as result of corrupt administration.

3077 PC Jasp revolts against Sage Khanat.

3111 PC First major crugar assault on Carissey region.

3113 PC Ramian massacre of population at Telmin and invasion past Trosoe into Sydra. Invasion pushes Sydrans south, and eventually into Glounda. First appearance of thivin with ramian (previously unknown to Earth-based races).

3115 PC Some Sydrans decide to take their chances in Glounda. Those who don't want to go back to Trosoe form a population base at steps of Liggit Mountains in Elds. Ramian driven out of Lusail and Sydra. Lelligire, as Trosoe has renamed herself (meaning the "beaten" or "defeated" Gire), fills power vacuum left by flight of Sydrans. When refugees return, they find their city's remains are being scavenged by the Lelligirians.

3117 PC Glounda established along Lake Elgry.

3160 PC Ardoth and its surrounding area (now called Ardis) is finally successful in driving most ramian out of eastern Burdoth. Sychill's army is mostly destroyed. Ardis expands to include the Sychill region.

3161 PC Ardis attempts to take over the Lusail region, but Dharsage Sar Arilell can't control a region this large; his forces are already spread too thin, especially with taking Sychill.

3181 PC Sychill revolts against Ardothian control, expells Ardothian garrison. Forces are sent by sea. Vicious repression of muadra uprising in Sychill during this period later serves as the inspiration for the Seytra Caji secret society. Sychill-Ardoth battle is stopped by shantha on battlefield west of Accapta Mountains.

3200 PC (date approx.) Thivin seek settlement in Jasp for creation of their trade goods near raw materials Jasp provides. City of Imagri settled in Temauntro. South wall extension of Ardoth.

3215 PC Caji in Ardoth send orbs skyward in imitation of a recent meteor shower and create spectacular aerial display. Now celebrated on 33 Crith, although event was said to actually have taken place some time in auss.

3305 PC Change in way Ardoth's new dharsage is chosen. For most of history, the chell has chosen the most qualified military officer. This year the previous dharsage's son considered the appointee to be incompetent and carried enough popular support to usurp him. The title has remained hereditary since then.

3337 PC Lelligirian ex-patriots emigrate to city of Carissey.

3352 PC Plastic-producing bacterium from Earth colony found surviving in Cushindell Marshes and transplanted to Ardoth.

3366 PC Crugar invasion of Kaigon in Gauss Valley. City is completely destroyed.

The Modern Era

3371 PC Salrough Gomo born.

3385 PC Thriddle are now in stronger contact with the developing cultures of Jorune and are travelling to gather information. Thriddle math breakthrough in the theoretical description of warp mappings. No applications possible yet.

3398 PC Ardothian families (Dharmery and D'Serris) develop mining operations and political organization of southern Carissey; founding of Kirlan.

3406 PC Jaspian miners discover large block of crystal with unique sympathetic vibration properties.

3411 PC Crugar attack the border of southern Carissey.

3412 PC Thivin begin to establish themselves as merchants in Ardoth. Prince Khodre Allonkarb born in Ardoth.

3414 PC A dhar corondon destroys the town of Liggnie, smashing buildings, eating thombos and people, and blasting everything with dyshas.

3418 PC Crugar, led by Chaln Docha, start mass invasion/assault across the Doben-al. Drive is slow.

3430 PC Routes for mid-sized Jaspian crystal schooners established across most of Jorune. Trade becomes a maze of intrigues with Jasp claiming neutrality in international disputes.

3431 PC A battle begins between Koistra and Sholis, with strong sentiments in Ardoth as fighting affects Burdothian sea trade. Khodre sends troops to back Koistra at urging of his Heridothian cousin, Yan Gizer Tarsory.

3432 PC Burdothian support troops slaughtered by their supposed Koistran allies. Prince Khodre commits more forces to end the fighting in Heridoth in what has become a drawn out engagement. He sets up a Burdothian-dependent government with families from both Koistra and Sholis.

3435 PC Crugar invasion picks up momentum. The humans of Gauss hear of the crugar's crossing of the Doben-al. The woffen and bronth of the valley begin reconnaissance into the Doben-al.

3436 PC Crugar invasion reaches Gauss Valley. Forces split north and south as crugar pillage Burdoth. Lusail, Sobayid and Ardis under seige (Essanja is safe). Prince Khodre tums his attention to this incoming assault too late to prevent the crugar approach on Ardoth.

3437 PC Chaln Dolcha crosses Liggit Mountains. Crugar invasion makes it as far as Ardoth. Old walls are overrun. City is cut off except by sea. Darthis Torran, chell of Ardoth, killed in the attack. Rhan Harsri appointed chell by Prince Khodre. Energy weapon rediscovery: result of warp progress of thriddle. The Sallecia, a salu chausis from Tan-Iricid, arrives in Ardoth Bay bearing energy weapons from secret Earth-tec cache site. Humans drive crugar from walls and start north/south expulsion of crugar, north through Lusail and south through Sobayid.

3438-3445 PC The Energy Weapons War.

3438 PC Thantierians have been waiting for crugar to return. Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantierian lance. Khodre robbed of satisfaction of defeating the crugar leader directly.

3440 PC Crugar pushed back to Temauntro borders after bloody battles across northern Burdoth and the Doben-al. Khodre pushes to Temauntro border and turns north to Carissey. Dobren forces invade York in Heridoth in support of Simbi. Khodre stays in Carissey for several weeks after defeating crugar forces and places Carissey under the "protection" of Burdoth. Harsri expels muadra from Ardoth. Most travel south, living in huge encampments in the Sobayid. The rest travel north to Mar, or east to Gauss Valley.

3441 PC Carissey changes name to North and South Khodre. Khodre returns and forms Ardoth Guard to protect Ardoth. Khodre and Ardothian forces return to Heridoth to find Dobren League in control of Heridoth's eastern coast and entering Sholis. With a powerful energy weapon arsenal at his disposal, Khodre will not permit this. Energy weapons placed in hands of drenn and kesht in the military. These sidearms indicate great prestige, but are more for self defense than outright military advantage; heavy weaponry such as laser turrets and blaster rifles make the greatest difference in large scale combats. Power cells are in short supply, and Khodre has no portable source of renewable energy to tap. Pistols cannot be resupplied; energy must be conserved and used for the large-scale weapons. Saress Dharmery born to Lailia Dharmery in Kirlan. Dharmery family has great influence and control in this area. Lailia is 31 at this time; she now rules North and South Khodre.

3442 PC Battle of Sholis, the Dharsage's troops against Dobren forces, gets underway. Neither side successful. Destruction of Doo'sah, Dobren supply base. Dharsage's second attack on Sholis successful. Thriddle discover three caches of Earth-tec which they do not report to Khodre.

3443 PC Destruction of Polpedroth in Essanja by Dobren forces. Maustin Caji resurface, allied with Dobren League. Sinking of Camder by Maustin Caji at mouth of Esh'eye Bay. War escalates as forces are brought into heart of Heridoth. War deadlocks in Sommint Valleys.

3444 PC Khodre's forces start to lose their grip in Heridoth. The forces opposing him are too great, his energy weapon arsenal is not growing quickly enough, and he does not have adequate energy cells (his Earth-tec Iscin have not yet divined the use of tec-gens) to sustain the war. Battles continue to rage in Sommint Valleys. Khodre retums to Ardoth, and marries Esilla Jaimare Cartan. Harsri driven from office; Marshill Cardis installed as chell. Khodre knows that he cannot win the war in Heridoth as things stand; it is temporarily a lost cause. He looks for a way to bring his forces out of Heridoth without losing everything he has gained. Khodre meets secretly with Klein Ko-Trid on island of Curili. They discuss basis of a settlement whereby the prince gives up Heridoth and Doben-al and allows muadra back into cities; in exchange Heridoth becomes a neutral zone to all sides. Khodre retums to Ardoth to consider what he has heard. He worries about the presence of muadra

within the capital. The effect of daij upon humans has long been known but little understood until now. Khodre meets ramian on island of Reet to arrange daij/shirm-eh exchange in hopes of establishing a system by which muadra can be monitored. Sillipus is chosen as point of exchange. Khodre Dhardrenn born to Khodre Allonkarb and his wife Esilla. Khodre is on Reet at time of his son's birth.

3445 PC Klein-Khodre Accord and end of Energy Weapons War. Khodre is to relinquish control of Heridoth, Doben-al, and direct control of other Burdothian provinces, although he will still lead the realm militarily. In addition, he must allow for muadra living within Burdoth and the confines of Ardoth's walls (although not necessarily within the citadel). In Khodre's favor, Dobrens and Lunderians must also give up any claim to Heridoth; that land is to be left to Heridothians. In addition, Dobrens must give up all claim to Sillipus, which had become a Dobren base during the war. The treaty also provides that a council, located in Ardoth and consisting of representatives from Burdoth and other nations involved in the war, would serve to monitor actions of Prince Khodre. Prince Khodre considers the council idea ineffective, and assumes that its presence will not hamper his jurisdiction significantly. The Ardothian council is established with representatives from Dobre, Gauss, Heridoth, Lundere, Lusail, North Khodre, the Sobayid, South Khodre, and Tan-lricid, with observers from Temauntro (though the crugar aren't quite sure why they've been asked to participate in the affairs of Burdoth). Secret human-ramian trade of shirm-eh for daij meat begins on the island of Sillipus (sometimes Reet is used, when the ocean warp from the Waters of Vosule to Sillipus is closed). Great numbers of daijic appear in Ardoth. Burdoth united as a nation under Ardothian Prince Khodre Allonkarb, now called the Dharsage.

3446-3448 PC Fighting in Ardoth between anti-caji groups and caji. Night raids and burned muadra homes spur immediate retaliation, which bring daijic and yords into the conflict. Still, caji assimilation into society begins. They learn that calling the yords is a better long term solution than frying racists.

3446 PC Refugees of Burdoth and Heridoth relocated to Sillipus by Khodre. Dobrens leave island only months before. New Sillipus residents left to fend for themselves (though they are not worse off than they had been in their homelands). Rebuilding of Ardothian city walls overseen and encouraged by the council. Outside labor imported from Dobre and Lundere to help in the reconstruction. The part of the city that these foreigners live in is "The Shen", which has been inhabited by foreigners for hundreds of years. Ardothian Council generates considerable popular support by helping in reconstruction of Ardoth. Khodre surpised at level of cooperation.

3447 PC Metal coinage in Burdoth recalled with reintroduction of gem currency. With laser torches available to the Dharsage, it is possible to uniquely identify gems. There are bits, gemules, gemlinks, gems, gemclusters, and gemstars.

3449 PC Muadra (with support of Ardothian Council) push for establishment of "kerning bays" located throughout Ardoth. This causes friction between Khodre and Council.

3450 PC Kerning bays permitted, fees required. Only twelve in all of Ardoth. Most kerning bays in Burdoth located in run-down parts of cities. This includes Ardoth, Miedrinth, Sychill, and Lelligire. Glounda remains an exception, permitting dysha use within city boundaries. Disillusioned remains of Maustin Caji persecuted and driven into East Trinnu Jungle Lands. Thivin immigrate into Joble in the Sobayid, as refugees after Energy Weapons War. They make Joble a gambling center.

3451 PC A portion of the Dharsage army is sent to South Khodre to protect the realm against crugar raids.

3452 PC Heavy daij/shirm-eh trade is directed through Sillipus. Island character as a center of corruption and open opportunity established. Several thousand humans have lived on this island since before the turn of the century, but with influx of refugee humans, social impact becomes staggering.

3453 PC Ardoth's city walls rebuilt. Thriddle reveal discovery of "new" energy weapon cache (actually one of the ones they knew of in 3442).

3455 PC Maustin Caji (Burdothian military veterans) stir up trouble in Anasan. They have traveled through hundreds of miles of dark jungle, and are disillusioned with their treatment by the Ardothians. Travelling through this sparsely populated realm, they push their weight around. Death of Khodre Allonkarb's wife, Esilla Khodre (née Cartan) in childbirth. Baby boy dies at same time. Kirra Ho-Trid becomes Khodre Dhardrenn's tutor and mentor.

3456 PC Maustin Caji take over Rhodu, Anasan's capital city, and terrorize population. They take a ship and travel to southeastern tip of Thantier, where they disembark.

3457 PC Maustin Caji terrorize Thantierian population as they travel through the realm. Upon reaching the city of Obothin, they commandeer another ship and set sail to Tan-lricid. Ransly Creb, a Burdothian, is forced onto the ship when the Maustin Caji kidnap him as a hostage.

3458 PC Maustin Caji land on Tan-lricid and inflict random, senseless damage. They travel to the Mountain Crown. Dharsage forces sent hastily by Prince Khodre to Tan-lricid to help stop Maustin Caji.

3459 PC Maustin Caji attempt to take Tan-lricid. The Mountain Crown suffers some damage.

3460 PC Maustin Caji contained by Salrough Gomo, Thriddle Seer of the Northwest Woodlands, through a clever trap which prevents them from warping away. Most members commit suicide. The few survivors are taken captive by Dharsage forces that arrive in time to help Salrough with his defense. A few Maustin Caji are placed in keeper rods. Ransly Creb is placed in a

keeper rod by mistake, since he is small and looks a lot like a muadra.

3462 PC Prince Khodre becomes very ill. He acknowledges Saress Dharmery of South Khodre as his daughter, much to amazement of Burdothians and Khodrens. Young Prince Dhardrenn makes small changes in Ardoth. Some kerning bays are now free, and fifteen new ones are constructed in various parts of town. Saress lets it be officially known that she is Khodre Dhardrenn's half-sister by taking on the last name Khodre (she has used her mother's name until this time). She succeeds her mother, Lailia, who is only 52, but is old enough to want to pass on her rule. Prestige of Khodrens is boosted significantly by the changes. They become part of Burdoth for all practical purposes.

3463 PC Muadra midwives emerge. Launtra healing dyshas are available for pay for first time.

3464 PC First cleash sighted in East Trinnu Jungle Lands.

3465 PC Death of Prince Khodre and ascension of Dhardrenn to Dharsage. Rhan Trohan takes over position of Chell of Ardoth after retirement of his predecessor, Marshall Cardis. Group of Gloundan jer witnesses flaming (creation) of cleash eggs and reports the incident.

3466 PC Mass standardization of Ardoth. Khodre Dhardrenn implements program of renaming many of Ardoth's streets and neighborhoods. Inter-neighborhood commerce can now take place, because common street names are used throughout the city.

3467 PC Death of Marshall Cardis.

3468 PC Khodre Dhardrenn meets ramian Gire for first time in Sillipus to arrange for continuation of daij/shirm-eh trade.

3469 PC Human concern over cleash sightings prompts fewer expeditions into Trinnus. Kerning bays located just outside Cryshell (Citadel) are built so it is convenient for caji to enter without having to make a lengthy trip to a distant kerning bay.

3470 PC Khodre Dhardrenn learns of the thriddle's treachery (the Earth-tec discovery that was not revealed to Prince Khodre), which prevented his father's early victory during the war, from Stanra So-Gomo, a Citadel querrid. All thriddle are expelled from Ardis, including his friend and mentor, Kirra Ho-Trid. Ardoth bans East Trinnu travel because of cleash threat. Ardothian Council discovers Sillipus daij connection and shirm-eh is cut off from Voligire. Khodre institutes "crystal daijic" wherever possible. Small daij supplies will last for now, being used for high security within the Dharsage palace. Ramian establish themselves in Sillipus and southern Drail. Crugar and ramain meetings are reported in Sillipus. Earth-tec aerators appear in Gauss Valley, two in Gauss and one in Khaun Gauss.

3471 PC A plague in Voligire runs out of control. Those with shirm-eh live, those without will die. Fleets launched in search of shirm-eh.

3472 PC Ramian Gire raid northern coasts of Burdoth and Dobre. Gire use propaganda-fed tologra mercenaries as assault troops against bronth, muadra, boccord, human and woffen. Some tologra are taken prisoner, but their existence is kept secret. Ramian ships attempting to pass through Sychill Sea are stopped. Ramian are attempting to reach East Trinnu Jungle Lands in search of shirm-eh. Sea battle begins. Bronth press the war in their loo-raums. Major ramian defeat at Telmin.

3473 PC Lelligire passed as ramian travel between Burdoth's northem coast and Reet. They are destined for Sydra. Penzer Cattletross sends his fleet to stop their crossing Reetian Straits. After sufficiently dismembering Lelligirian fleet, Gire press inland in search of shirm-eh. Ramian make a quick inland run, take all the shirm-eh they can carry, and retreat.

3474 PC Ramian siege crushed on Dobre's northern coast by Dobrens with help from Lunderian and Dharsage forces equipped with energy weapons. Ramian survivors return to Voligire to greet their ravaged realm. Angry representatives from several countries, especially Dobre, demand restitution from the Dharsage for damage caused by ramian. Ardoth is blamed because of their previous shirm-eh trade with ramian. Information is never made public because the civil unrest and division of the public it would create would put Burdoth on the brink of civil war. Saress Khodre agrees to allow a Council contingent to set up mining in North Khodre; profits will go to Dobre, Lelligire, Sychill, and Sydra for reparations. The mining operations will last fifteen years, during which Saress will be only a figurehead in North Khodre.

3475 PC The "Warp-Flash of 3475." Major isho storm in Glounda. Warps are created in Ardoth for the first time in human history, violating Ardoth's most sacred form of security. A cohort of 400 Ardothian militiamen is sent to explore the source of the latest isho storm in Glounda Forest, when the Eelshon Shevid emerges from obscurity and destroys them. Damage done by Warp-Walker kept as secret as possible. Public is never told full story, though bodies wash up on shore and a few are found impaled on trees near the city. Most bodies are never recovered. Thousands of thriddle trek through warps in southwestern Tan-Iricid to show up in Cosahmi. They travel into Ardis begging for entrance to Ardoth to investigate the warps. Dhardrenn refuses until he leams about the cohort that was wiped out in Glounda only a short distance from Ardoth. Dhardrenn grants thriddle new acceptance in Ardoth and a new Shen is built for them. Thriddle return Ardoth to warp-free status.

3477 PC Major border disputes at Temauntro border. Most recent crugar attack on Khodre; permanent detachment of Burdothian guard established.

3478 PC Salt water lakes discovered in Jasp. They become source of new controller crystals for advanced Jaspian schooners.

3479 PC First muadra on Ardothian Council (from Sobayid).

3480 PC Piracy hits Lake Dau-uh-dey under direction of Saress (she is issuing letters of marque).

3481 PC Dharsage begins development of new crystal schooner technology. Rumored crash of test ship; Jasp begins espionage to uncover Burdothian skyship projects. Only the Dharsage understands the theoretical way to take advantage of sustained beta isho.

3482 PC Dharsage uncovers working Earth-tec starcraft. It is mistakenly brought to Ardoth and displayed for one evening before it is removed to a secret fortress skyrealm (the Shendarri SkyRealm) where Dhardrenn keeps his Earth-tec storage and development teams.

3484 PC Kolovisondra skyrealm breaks free. Ardothian Council outraged at Dhardrenn's plan to take Kolovisondra for its shirm-eh. Although no actions are taken, Council takes steps to restrict outside sources of daij meat.

3486 PC Tologra seen publicly for first time when a ship sails into Ardoth Bay, accompanied by a Dobren loo-raum.

3489 PC Assassination attempt on Dhardrenn fails. Saress Khodre establishes a support network of loyal lower level government lackeys and takes back power in North Khodre after the completion of the Council mining operations. Dhardrenn begins covert actions to prevent Saress from becoming too powerful.

3491 PC Experimental crystal schooner airship breaks up over Ardoth. Burdothian marines prevent anyone from investigating debris. Lost ruins discovered after major sandstorm in Hobeh. Appears to be human and mutant survivor civilization built without durlig or Earth-tec. Thriddle and the Ardothian Council send teams to study revealed city.

3492 PC The game of SkyRealms of Jorune begins.

Sources for the Jorune Time Line include:

JORUNE
First Edition and Errata, 1984

MAUSTIN CAJI
Module, 1984

SKYREALMS OF JORUNE
Second Edition and Errata
KOLOVISONDRA module
1985

COMPANION: BURDOTH
Sourcebook, 1986

JORUNE ESSAYS
Mail order, 1986-1987

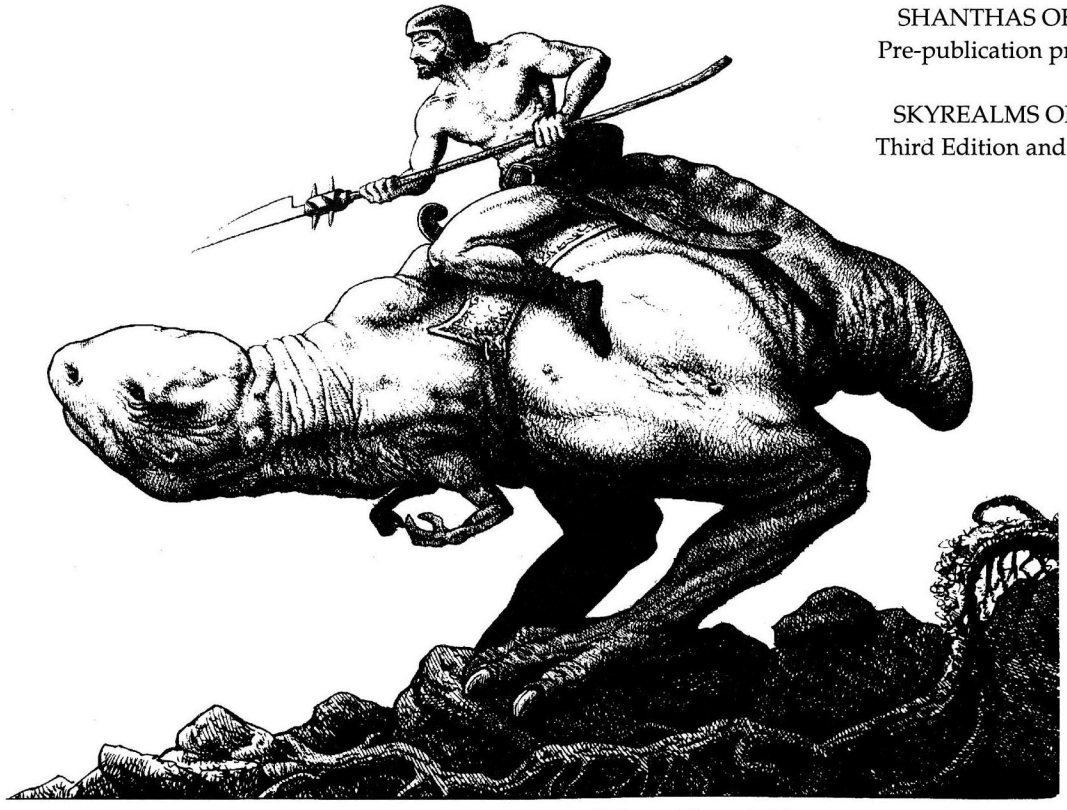
COMPANION: ARDOTH
Sourcebook, 1987

SEGMENT JORUNE
Column in White Wolf magazine, 1986-1988

JORUNE EARTH-TEC
Sourcebook, 1988

SHANTHAS OF JORUNE
Pre-publication preview, 1990

SKYREALMS OF JORUNE
Third Edition and Errata, 1992



thombo and rider

CALENDAR

JORUNE

CRITH 3493

SHAL	EBBA	DU	GOBEY	DESTI	TRA	LAUNTRA
TRA is full on odd numbered nights ○ FULL MOON		1 ***Founding Day*** (Ardoth) ○ SHAL ○ DU	2	3 ○ EBBA	4	5 LAUNTRA ○
6	7 ○ EBBA	8	9	10	11 ○ EBBA	12 LAUNTRA ○ ○ GOBEY
13	14	15 ○ EBBA	16	17	18	19 LAUNTRA ○ ○ EBBA
20 ***Toh Reen 1*** (Dobre)	21	22	23 ○ EBBA	24	25	26 LAUNTRA ○
27 ○ EBBA	28 ○ GOBEY	29	30	31 ○ EBBA	32	33 LAUNTRA ○ ***Shower of Light*** (Ardoth)
34	35 ○ EBBA	36	37	38	39 ○ EBBA	40 LAUNTRA ○
41 1 ○ SHAL	42 2	43 3 ○ EBBA	44 4	45 5	46 6	47 LAUNTRA ○ 7 ○ EBBA
48 8	49 9	50 10	51 11 ○ EBBA	52 12	53 13	54 LAUNTRA ○ 14
55 15 ○ EBBA	56 16	57 ***Toh Reen 2*** (Dobre) 17	58 18	59 19 ○ EBBA	60 20	61 LAUNTRA ○ 21
62 22	63 23 ○ EBBA	64 24	65 25	66 ***Day Shandane*** (Burdoth) 26	67 27 ○ EBBA	68 LAUNTRA ○ 28
69 29	70 30	71 31 ○ EBBA	72 32	73 33	74 34	75 LAUNTRA ○ 35 ○ EBBA
76 36	77 37	78 ***Dhardrenn's Birthday*** (Ardoth) 38	79 39 ○ EBBA	80 40	81 41	

CALENDAR

ERIS 3493

JORUNE

SHAL	EBBA	DU	GOBEY	DESTI	TRA	LAUNTRA
76 TRA is full on even numbered nights ○ FULL MOON	77	78	79	80	81	1 LAUNTRA ○ ***Day Tauther*** (Ardoth) ○ SHAL ○ DU
2 ○ EBBA	3	4	5 ***Iscin's Birth*** (Iscin Races)	6 ○ EBBA	7	8 LAUNTRA ○
9	10 ***Toh Reen 3*** (Dobre) ○ EBBA	11	12	13	14 ○ EBBA	15 LAUNTRA ○ ***Victory Day*** (Gauss Valley)
16	17	18 ○ EBBA	19	20	21	22 LAUNTRA ○ ○ EBBA
23	24	25	26 ○ EBBA	27	28	29 LAUNTRA ○
30 ○ EBBA	31	32	33	34 ○ EBBA	35	36 LAUNTRA ○
37	38 ○ EBBA	39 ***Toh Reen 4*** (Dobre)	40 ***Ris Aris*** (Dobre)	41 1 ○ SHAL	42 2 ○ EBBA	43 LAUNTRA ○ 3
44 4	45 5	46 6 ○ EBBA	47 7	48 8	49 9	50 LAUNTRA ○ 10 ○ EBBA
51 ***Chain Dolcha's Birth*** (Temauntro) 11	52 12	53 13	54 14 ○ EBBA	55 15	56 16	57 LAUNTRA ○ 17
58 18 ○ EBBA	59 19	60 20	61 21	62 22 ○ EBBA	63 23	64 LAUNTRA ○ 24
65 25	66 26 ○ EBBA	67 27	68 28	69 ***Toh Reen 5*** (Dobre) 29	70 30 ○ EBBA	71 LAUNTRA ○ 31
72 32	73 33	74 34 ○ EBBA	75 35	76 36	77 37	78 LAUNTRA ○ 38 ○ EBBA
79 39	80 40	81 41	1	2	3	4

SKYREALMS of JORUNE™ CHARACTER SHEET

PLAYER

Name
Race
Origin
Occupation

Constitution		Strength		Speed	
Social		Education		Aim	
Color		Learn		Spot	
Isho		Agility		Listen	

STAMINA

Height
Weight
Age
Sex

WOUNDS		
Body	1-10	
Left Leg	11	
Right Leg	12	
Secondary Arm	13-14	
Weapon Arm	15-18	
Head	19-20	

SKILL DIFFICULTIES

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

MODIFIERS

Advantage Bonus
Hit Bonus
Injury Bonus
Lifting Weight
Running Speed
Size Modifier
Strength Bonus

ATHLETICS

Climb E
Jump E
Swim E

INTERACTIONS

Acubon H
Blount M
Boccord M
Bronth M
Cleash V
Corastin M
Croid H
Crugar H
Cygra M
Human M
Muadra M
Ramian V
Salu M
Scarmis H
Shantha V
Thivin M
Thriddle H
Tologra H
Trarch M
Woffen M

SKILLS

ANIMAL HANDLING

Creature Care H
Thombo M

PRACTICAL SKILLS

Arithmetic E
Bio-tec (Basic) E
Current Events E
Earth-tec (Bas) E
Fauna Recog. E
Flora Recog. E
Geography (B) E
Geology (Bas) E
History (Local) E
Lore
Traveler E
Weather E

COMMON SKILLS

Bargain E
Bribe E
Bureaucracy E
Conceal Self E
Contacts E
Cooking E
Fast Talk E
First Aid E
Foraging E
Gaming E
Getting Around
Information
Search E
Search E
Stealth E
Tailing E
Teaching E
Tracking E
Wilderness
Travel E

OTHER SKILLS

Etiquette

Language

CHARACTER PORTRAIT

COMBAT SKILLS

Advance
Defend w/o Weapon
Defend with Shield
Entangle
Fist
Kick
Tackle
Withdraw

MOON SKILLS

Desti [Red]
Du [Amber]
Ebba [Yellow]
Gobey [Brown]
Launtra [Green]
Shal [Blue]
Tra [White]

ISHO SENSITIVITY

Color Points
Max Isho

Caji Entropy H
Estimate Isho H
Tra Sense H
Warp Stabilization H

False Signature H
Mask Signature H
Race Signature H
Signature Spectrum H

COMBAT SUMMARY

Roll 1d20 for Advantage.
Apply Advantage modifiers.
Roll 1d20 for Attack or Defend action.
Apply modifiers for Size, Agility, Hit or Weapon, plus modifiers from the sholari for difficulty.

•••

If the hit is successful, roll 2d6 for Armor Penetration, 1d20 for Location and 2d6 for Damage. Apply Injury Bonus.

CHARACTER BACKGROUND

MELEE WEAPONS

NAME	SKILL	NOTES

KNOW THE LEVEL OF YOUR SKILL WITH THE WEAPON.

Advantage modifier for melee weapons is -3 for Unfamiliar, 0 for Familiar, +3 for Experienced, +5 for Seasoned.

RANGE WEAPONS

NAME	SKILL	RANGE	NOTES

DYSHAS*

NAME	SKILL	RANGE	ISHO	REQUIRED MOONS, EFFECT and NOTES

*The 1/20 automatic success/failure does not apply to dyshas. You may attempt a dysha which you have listed, but for which you have not achieved a "first weave." A "1" (automatic success) counts as your first weave.

FOCUSES and CHARACTER IMPROVEMENT

SKILL	DIFF	ATTAINMENT POINTS	MISCELLANEOUS ATT. PTS.

MONEY and POSSESSIONS

Begin with 3d6 links.

NOTES

PLAYER GLOSSARY

acubon Fresh water aquatic race mutated from humans. Found in Lake Dau-uh-dey.

ahsk Stalk on corondon's head capable of throwing dyshas.

ambreh Limilate which improves memory for a few hours.

Anasan Woffen realm on the peninsula south of the East Trinnu Jungle Lands.

Ardoth Capital city of Burdoth; location of the Drenn Wall. Populated by all the races of Jorune, either as residents or as emissaries of other governments.

arrigish Limilate which helps speed healing, except for ramian.

auss The harvest season; autumn.

awss Public meeting center of a town or city.

beagre Two-legged scavenger that fills the position of rat on Jorune. Those found in the city are comfortable living on garbage. Those found in the wild tend to move in packs and will attack en masse if they are hungry enough. Starving beagre are used for entertainment in sherja exhibitions in some unsavory establishments.

beaster Person who hunts especially dangerous creatures.

bio-tec The human technology of creating new creatures and plants.

blount First of Iscin's animal creations, an intelligent frog.

boccord One of the mutant human races, characterized by superior strength.

bochigon Stubborn pack animal capable of self defense.

bronth An Iscin race, descended from the bear.

Burdoth Realm controlled by humans; most powerful realm of the continent. Burdoth holds most Earth-tec known to exist. Burdoth is made up of four provinces: Ardis, Gauss, Lusail, and the Sobayid.

caji Dysha weaver. Occupation available only to muadra.

challisk Small metal plate given to citizenship applicants.

chell Title similar to mayor.

Children of Iscin Bio-engineered races created by the scientist Iscin: blount, bronth, crugar, tologra, and woffen.

Choundra The crugar who murdered the scientist Iscin.

Claysis The bazaar in Ardoth.

cleash Insect-like creatures which infest East Trinnu Jungle Lands and Ice Fields of Gilthaw.

clep Store or shop.

condrij Fighter; mercenary.

copra Identifying mark placed on a challisk or on the Drenn Wall.

corastin Large, semi-intelligent creature.

corondon Large beast with nearly inpenetrable natural armor and large, sharp claws (thailiers). Capable of throwing dyshas from ahsks on its head. The largest, called dhar corondon, stands up to seven yards high.

creshi Carnivorous food fish. Often eaten pickled.

crill Desert bird that allows crystal to grow into its tail.

crith The season of winter.

croid Semi-intelligent species. Related to corastin.

crugar Iscin's adaptation of the cougar.

Cryshell Palace of the Dharsage and central point of administration for Burdothian agencies.

cygra Northern cousins of the crugar. More temperate, less aggressive and more sociable than their Temauntro kin.

daij Enervor fish. Daij meat is used by daijics to detect dysha use.

daijic One who actively engages in the detection of dysha use.

Desti One of the seven moons of Jorune.

dharmee Large, low slung carnivore of Jorune wildlands.

dharsage Ruler of a realm.

dichandra Amphibious creature that uses its heavy wrists as weapons.

diyorda (diyordeh, pl.) Criminal.

Doben-al Vast plains connecting Burdoth with Khodre. It is rough desert land and travel is not advised.

Dobre Realm of the bronth, located across Assydre and Essajean seas from Burdoth.

dothobider Grazing herbivore used as a meat animal.

doul Limilate which temporarily increases Color points.

Drail Large forested peninsula south of Tan-Iricid. Inhabited by trarch, mandare and dreglamon.

dreglamon Carnivorous creature with multiple mouths.

drenn Citizen of Burdoth.

Du One of the seven moons of Jorune.

duradon Large relative of talmaron. Incapable of being trained.

durlig Plant cultivated by the Earth colony. Necessary for survival of Earth-based life.

dysha Energy abilities. The two major forms are orbs and bolts.

dyte Member of a counterculture of young, defiant muadra.

Earth-tec Anything built by the original colony.

Ebba One of the seven moons of Jorune.

enclep Place where medicine is practiced.

enervor Energy eater. Enervors on Jorune consume isho.

Entren Language of humans on Jorune, evolved from English.

entris Translator or interpreter.

eris The season of spring.

farg Swamp-dwelling creature with poor eyesight and Tra sense.

Gilthaw Icy northern realm infested by cleash and vodra.

Gire Ramian pirate.

gissyne The most vulgar word in Entren. A colloquialism not to be used in mixed company.

githerin Thief.

Gobey One of the seven moons of Jorune.

goseen Male contraceptive.

halcen Limilate which acts as a sedative.

harn Desert creature that builds nests that access deep wells.

Heridoth Independent country east of Burdoth populated mostly by humans.

herris Jail.

hilc Limilate which allows ingestion of Joruni plants by Earth-based races.

illidge Place where drinks are served; bar.

inclep Inn.

Iscin 1) Bio-tec engineer who modified Earth animals into intelligent, bipedal creatures; 2) Name taken by those of learned ability, such as scientists and scholars.

isho Measure of a creature's energy.

Jasp Cold, northern realm of humans.

jer Jungle runner.

keether Limilate which keeps body from holding on to isho.

kern To expel energy in a crude form.

kerning bay Area of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.

kesht Highest status a citizen of Burdoth can attain.

keshtia Feminine form of kesht.
Khodre Realm tied politically to Burdoth.
Khodre Dhardrenn Current dharsage of Burdoth.
kim City council or council governing a specific district.
kimit Small council with jurisdiction over a neighborhood.
Lake Dau-uh-dey Large lake which splits the realm of Khodre into two parts.
Launtra One of the seven moons of Jorune.
learsis Healer; doctor.
limilate Any drug or medication.
lothern Large, low-slung pack animal favored by bronth.
Lundere Primary woffen realm dominating great eastern peninsula neighboring Dobre.
lystra Person who relegates authority throughout a small region.
mandare Savage carnivorous beast known to include inanimate objects among its meals when in attack mode.
muadra One of the mutant human races, gifted with abilities of isho energy manipulation.
mullin The season of summer.
naull The orb a caji creates to display his isho "soul."
Ninindrue Plague Slayings Crugar slaughter of helpless woffen at the village of Ninindrue.
pibber Small, harmless rodent-like creature often taken as a pet. They are capable of exposing fangs and claws if panicked or frightened (see "thist").
querrid One who gathers information for money, usually a thriddle.
ramian Blue-skinned warrior race found primarily in Voligire, Sillipus and southern Drail. Ramian need shirm-eh to heal.
recos Artificial life forms from the original colony's science of bio-tec. These are short lived animals (anywhere from a few hours to a few years) that are genetically designed by an Iscin to fill a specific function.
Reet Large island north of Burdoth.
rimeen Limilate which cripples Color and Moon skills for one day.
Ros Crendor Independent country of boccord north of Doben-al.
rusper A common drink, like ale.
sage Person who relegates authority throughout a province.
salu Salt water aquatic race mutated from humans.
scarmis Servant race of the cleash.
scedri cloth Medical tunic which speeds healing.
scrade Carnivorous creature that lives in underground holes or hangs from trees waiting to attack. Also called wasto.
scragger A bloodsucking, carnivorous animal common to Trinnu Jungles. Often called "teeth on feet," these little carnivores move in groups and will attack almost anything.
serri Limilate which helps prevent airsickness.
Shal One of the seven moons of Jorune.
shantha Original dominant race of Jorune.
shanthic blade Shanthic weapon crafted from thailiers of corondon.
shast One who serves drinks in a shenter or other illidge.
sherja Thike fighter; gladiator.
sherrids Claws of the scrade.
shirm-eh Limilate to promote ramian healing.
Sillipus Island of pirates, thieves, outcasts, and adventurers from all realms.
sho-sen A common name for the Isho wind.
sholari 1) Shanthic priest; 2) Referee for *SkyRealms of Jorune* .
stoma Anti-hangover limilate for woffen.
stomeh Favored ale of woffen.
talmaron Flying beasts trained to carry riders. They have no eyes and are dependent on Tra sense.
Tan-Iricid Island home of the thriddle.
tarro Small multi-armed creatures with a powerful "screech" that can frighten - or at least annoy - anyone approaching the tarro.
tauther Citizenship applicant in Burdoth.
Temauntro Realm of the crugar, although northern reaches have been colonized by the more civil cygra.
thailierian armor Armor made from thick skin of the corondon.
thailiers Claws of corondon, often fashioned into shanthic blades.
Thantier Realm of humans on southern border of Doben-al. Citizens are strongly "pro-human" with the concept of "thone" for any intelligent creature that is not pure human. They are enemies of Burdoth; showing a challisk in Thantier is not advised.
thikes Wrist-bound blades used in arena fighting.
thist Pibbers retain claws and fangs from their predatory past, but they remain sheathed unless the pibber becomes exceptionally excited, frightened or panicked. Unsheathing and use of these claws is thisting.
thivin Race of musicians and traders related to ramian.
thivin's five Four of a thing, referring to thivin abilities to do a spectacular trade.
thombo Surefooted riding creatures that carry heavy payloads and can maintain a good speed. They must be dismounted for combat because of their skittishness. Thombo are considered too common to have names.
thomboc Thombo trainer; comboy.
thon Limilate that increases Strength for a few hours. Overuse can cause addiction and death.
thone Non-purebred human. Insult used in Thantier against any Iscin or mutant race.
thriddle Language masters of Jorune. These stalk-eyed intelligent creatures gather information and artifacts, and serve as negotiators and teachers for most nations of Jorune.
tologra Last of Iscin's created races, based on Earth lions.
toth Resident non-citizen of Burdoth.
tothis Period of citizenship application.
tothy Cheap grade of arrigish which is not as effective.
Tra One of the seven moons of Jorune.
Tra sense Perception based on ambient isho radiating from objects and creatures.
trarch Human mutation, blue skinned and bestial, found in great numbers in Drail.
Trinnu Jungle Lands Two extensions of a rain forest covering most of western land mass between Burdoth and Sea of Cerridus, and the upper half of the Anasan peninsula. Trinnus are heavily populated with some of Jorune's most vicious creatures: scragger, cleash, mandare, etc.
vintch Cabbage-like plant that closes its large leaves during the night. Vintch can serve as safe havens for travellers at night.
Voligire The realm of ramian.
warp Connection between two points on Jorune. Warps will not open in the event of severe differences in isho weather.
wasto Common name for scrade; an insult.
white mandare Toothless, but just as dangerous, version of mandare.
wholl Drink for woffen which is vile to non-woffen.
woffen Iscin-created race of intelligent, bipedal wolves.
yord Local patrol; the police.
yordeh Lawyer.
yiordeh Private investigator.
yordig Law.
yordin Captain of yords, usually commanding 8-12 yords.
yorliss (yorlissen, pl.) Judge.

PRICE LIST

All prices are listed in gemules. Each price is average for one or per day unless otherwise indicated.

*Independent negotiation for each job or item. **Illegal in Burdoth. ***25% to klade; food and lodging provided by klade.

100 bits in agemule
a bit =.01, a yule is 1.00
100 yules in a gemlink
gemlink = $100
10 links in a gem
gem = $1,000
10 gems in a gemcluster
gemcluster = $10,000
10 clusters in a gemstar
gemstar = $100,000

Income

- administrator
  - large business 50
  - medium business 20
  - small business 16
- ahdis, circuit 15
  - street 10
- aide to council member 40
- animal groomer 6
- animal trainer, hired 13
  - per beast ..... *
- apprentice, non-klade 9
- archer 24
- barber 14
- bartender 15
- beaster ..... By animal type/*
- beautician 18
- beggar (daily average) 3
- brewer (rusper) 14
- butcher 20
  - apprentice 14
- caji guard, expedition 100
  - expedition, many dyshas 200
  - Dharsage 50
  - private** 30
- caji student ..... no income
- captain, airship 45
  - sea ship 40
- carpenter, hired 13
  - cabinetry, finish work 20
- cart driver (city) 18
- clerk, Dharsage 50
  - private 15
- cloth maker 9
- clothing designer 25
- cobbler 12
- companion (night) 40
- condrij 50
- cook, fast food 12
  - private family 20
  - restaurant, nice 25
  - restaurant, small 15
- corastin guard*** 10
  - porter*** 5
- craftsman 12
- daijic, crystal 20
  - daij** 45
- dancer (street performer) 5
  - troupe member 9
- digger 8
- durlig puller 13
- dyte punk** 12
- entris, beginning 5
  - experienced 18
- fadri 30
- farmer 15
- fisherman, hired 10
  - self employed 16
- florist (thivin kiosk) 25
- flower seller 8
- food kiosk clerk 6
  - owner 25
- gardener, private family 16
  - public 12
- githerin, klade*** 15
  - non-klade** 12
- guide, independent 10
  - official city 15
- harvester 10
- hishtin 100
- Iscin, bio-tec 40
  - Earth-tec 70
  - outdoor 60
  - practical; classics 20
  - translations 20
- jer (per leg of journey) 100
- jeweler 20
- kim member (honorarium) 5
- kimit member (honorarium) 3
- klade apprentice*** 1
  - laborer*** 7
  - master*** 25
  - workman*** 12
- learsis 25
- marine 18
- miner 8
- mover 11
- musician (street performer) 6
  - troupe member 10
- oiler 10
- palace guard 25
- perfumer 10
- querrid (contract) 20
- sailor 7
- scribe 15
- seamstress/tailor 25
  - apprentice 18
- secretary 20
- servant 7/*
- shadow warrior 100
- shast 22
- sherja (per fight) 20
- singer (private event) 15
  - (street performer) 8
- soldier, Burdothian 30
  - private 18
- talmaron cavalry 22
- tanner 12
- teacher, copra 15
  - dysha 35
  - school, advanced 25
  - school, introductory 15
- thomboc 14
- thriddle calculator 25
  - informant ..... *
- trader 18
- vintner 20
- weaver (factory worker) 12
  - fine art 45
  - rug 10
  - tapestry 11
- yiordeh (plus expenses)
  - beginning 30
  - experienced 60
- yord, city or kim 20
  - private 15
- yordeh, beginning 30
  - experienced 80

Special knowledge or skills may permit you to negotiate for higher pay.

Bounty

Bounties on pests (e.g., beagre or wasto) are local affairs and are subject to willingness and ability to pay. Bounties on diyordeh are far more profitable and are up to the sholari's discretion.

Buildings and Housing

- 1 rm cabin (Spartan) 1,000
- 3 rm (average) 4,000
- 5 rm (working class) 10,000
- 8 rm (comfortable area) 30,000
- 12 rm (private comm). 500,000
- shop
  - sales kiosk 2,000
  - 1-story, 4-room 100,000
  - 2-story, 4-room (with apt over) ... 600,000
- furnishings (per room)
  - average 200
  - comfortable 500
  - fine 1,500
- gauthi rug, large 12,000
  - small (prayer rug) 2,500
- lissen slate (sq. yd.) 4
- plumbing, indoor ..... add 4,000
- windows (per room)
  - crystal ..... add 20
  - glass ..... add 2,500
- rent (per week)
  - 2 rm (dangerous area) 8
  - 2 rm (working area) 15
  - 4 rm (comfortable area) ... 60
  - 8 rm (pvt. community) .. 200

Lodging (one night)

- classy inclep 100
- comfortable inclep 40
- common hall 4
- desperation inclep 2
- scroungy inclep 15

Food and Beverage

- apple 3/100
- biffid 4
- birch bulb (12) 1
- byritt 1/10
- byritt bag (w/crisps and squam) 1
- cankle, hard (pound) 150
- cankle, soft (pound) 100
- coditch (pound, prepared) 2
- coditch (pound, raw) 1
- cream candy (Oriem) 2
- cream candy (Shelpedy) 1.5
- creshi (pound) 5
- creshi, pickled (pound) 10
- crethin (3 oz) 200
- durlig (pound) 5
- gerrig (pound) 2
- giggit larvae (pound) 300
- giggit, prepared (pound) . 2,000
- gunther burger 2
- haspill 1/10
- jorbus crisps (3) 4/10
- kayedi (pound) 1
- mallmis (cup)
  - Ardoth 20
  - other locations 1
- mathin (cup) 200
- potato (pound) 2
- ration (1 week, bleah) 20
- ration (1 week, yeah) 40
- rothis-mats 20
- rusper (cup) 8
- rusper, Scolian (cup) 40
- squam (cup) 4/10
- stomeh (cup) 2
- swallic 1
- sweet roll 2/10
- tarro jerky (strip) 1/20
- tip on meal 1-3
- wholl (cup) 3
- wug 'n' wooc 4

Animal

- biffid fish 2
- bochigon 15,000
- busk 20
- chicken 20
- dharmee 20
- dothobider bull 17,000
- dothobider cow 7,000
- horse 60,000
- incupod 200
- lothern bull 7,500
- lothern cow (sorevine) 2,800
- pibber (food) 10
- pibber (pet) 20
- moth, Cushindell silk 45
- talmaron 12,000
- tarro 2,000
- tarro, pocket 200
- thombo 5,000

Tack and Transportation

- boat, small 400
- cart, thombo 400
- chariot, horse (combat) 400
  - thombo 250
- grounding spike, thombo 5
- litter 300
- lothern carrier 150
- palanquin 500
- saddle, bochigon 200
  - horse 100
  - lothern 150
  - talmaron 200
  - thombo 200
- saddle bags 35
- salu chausis ..... *

Plant

- ambri (pound) 3
- arrigeh (pound) 100
- coditch 25/100
- cotton 8
- simra-vintch 6

Clothing

- apron, ceremonial 25
  - work 10
- boots, daily wear 15
  - marsh 45
  - travelling 25
- cloak, daily wear 20
  - heavy travel 45
- fur ..... *
- hat, cotton cap 8
  - felt 12
  - jer 10
- long-scarf 1,000
- sandals 10
- sash, decorative 20
  - kim 35
  - kimit 25
  - military 15
  - tauther 10
- slippers 20
- suit of clothing, cotton 18
  - cotton, tailored 40
  - cotton, thermal 25
  - Cushindell silk 30
  - Cushindell sjlk, tailored .. 60
  - drenn 200
  - Iscin 500
  - kesht 1,000
  - kim member 500
  - simra cloth 12
  - simra cloth, tailored 25
  - simra cloth, thermal 18
  - tauther 30
  - toth 20
  - yordeh 500
  - yord 75
  - yordin 90
- tip-tie 50
- undergarments, cotton 9
  - silk 12
  - simra cloth 6

Service

- challisk, clean 10
  - mark 100
- recharge Earth-tec
  - attack cell 300
  - function cell 100
  - power cell 1,000

Jewelry

- anklet 15
- bracelet 35
- brooch, decorative 50
  - badge of office 35
- buckle, kim's 100
- earring 4
- necklace, decorative 50
  - badge of office 35
- ring 10

Miscellaneous

- bed fur 40
- book (hand copied) 500
- candle (large) 10
- flatware (utensils and plate) ... 4
- flint and steel 5
- giddyne 100
- glasses, reading 80-200
- grooming brush 3
- journal (printed) 5
- lantern 35
  - oil 5
- lock and key 25
- lockpicks 25
- magnifying glass 1,000
- mirror, large, wall 1,000
  - small, hand 400
- pavillion (30x30) 1,000
- perfume 50
- pick 5
- rope (5 yards) 20
- shovel 15
- skin, clemmisin 100
  - do-odreh 100
  - locure 3,000
  - lothern 25
  - thombo 15
- spikes and hammer 15
- telescope 7,000
- tent, 4-person 200
  - personal 30
- torch 4
- writing desk (travel) 10
- writing paper (50 sheets) 2
- writing pen and inkpot 2
- writing pencil 1

Containers

- backpack 15
  - small 9
- barrel, cask 2
  - hogshead 15
  - keg 5
- basket, cargo 12
  - large 5
  - small 2
- box, cargo (wood) 20
  - large 12
  - small 5
- chest, metal (small) 50
  - wood 20
- jar, ceramic 3
  - glass 15
- money pouch, ornate 10
  - simple 2
- sack, burlap 2
  - cotton 8
  - cotton, tiny 1
- vial, ceramic 3
  - glass, leather bound 15
- water skin 5

Limilates

- ambreh (cup) 100
- arrigish (cup) 100
- awthew-tie (dose) 5
- daij** (oz) 2,000
- doul (cup) 1,000
- gawdieth (dose) 3
- goseen (week's dose) 15
- halcen (dose) 10
- hilc (cup) 50
- keether (dose) 1,500
- poison kit (treats 10 bites) ... 20
- rimeen (cup) 600
- scedri cloth (6) 200
- serrl (cup) 20
- shirm-eh** (4 oz)
  - Burdoth 2,000
  - other locations 200
- stoma (dose) 8
- thon (cup) 200
- tothy (cup) 50

Weapons

- arrows (10) 4
- axe 250
- battle axe 600
- bola 300
- bolts (12) 10
- bow 200
- bow, long 350
- cleash capsule
  - blinder 600
  - cold 1,000
  - fire 1,500
  - flare 100
  - food odor 600
  - knock-out 2,000
  - repel 300
  - smoke 200
  - tangler 200
  - TJ 2,000
- club 40
  - corastin-sized 90
  - trarch-sized 60
- crossbow 400
  - heavy 650
- halberd 700
- knife 200
- mace 1,000
- machete 900
- morning star 1,500
- pike 450
- shanthic blade, +1 70,000
  - +2 150,000
  - +3 300,000
  - +4 500,000
- sis-ganj 800
- sling 100
- spear 600
- staff 50
- sword, boccord 1-handed .. 5,00
  - boccord two-handed ... 7,000
  - hard 15,000
  - one-handed 3,000
  - thivin made ..... add 500
  - two-handed 4,000
- thikes (pair) 100
- trident 650

Armor

- carapace ..... *
- clemmisin 500
- crudge ..... *
- crystal 200,000
- deflector 20,000
- E-rep 50,000
- leather 100
- locurian grunder 15,000
- M.A.S. 250,000
- ring mail 1,000
- shield, tower 600
  - wood 100
  - wood and metal 500
- thalierian 35,000

Earth-Tec

- aerator (basic) 400,000
- alert pod 20,000
- attack cell 5,000
- binders 5,000
- blaster pistol 200,000
- breather 5,000
- comlink 2,000
- field ram pistol 100,000
- force wall 300,000
- function cell 2,000
- gas filter 1,000
- glider 10,000
- HPP 4,000,000
- laser pistol 150,000
- laser scalpel 75,000
- locator 2,000
- power cell 10,000
- power clip 100,000
- power harness 120,000
- power shield 200,000
- power torch 100,000
- pulsar pistol 150,000
- receiver-transmitter 20,000
- repulped 400,000
- rifle ..... 1.5 x pistol cost
- scangrid 100,000
- scope 50,000
- sight 5,000
- sight light 5,000
- slab ammo (blaster) 3,000
- sonic blade 120,000
- sound scope 3,000
- stunner pistol 100,000
- translator 200,000
- tec-rope (10 yards) 4,000
- throw explode 200,000
- turret ..... 3 x pistol cost
- viewers 10,000

Shanthic

- cle-eshta 5,000
- flight vest 250,000
- sarceen 20,000

Crystals

- boc rod 50,000
- Desti (red) (3 oz) 20
- drained (clear) (pound) 500
- Du (orange) (3 oz) 2,000
- Ebba (yellow) (3 oz) 5,000
- fire (needled Desti) (30) 2
- Gobey (black) (3 oz) 4,000
- Launtra (green) (3 oz) 1,000
- powdered mix (1/4 cup) 200
- Shal (blue) (3 oz) 3,000
- Tra (white) ..... Isho X 200

SKYREALMS of JORUNE™

CHARACTER GENERATION

Name	AGILITY / 4	FATHER'S OCC.	FRIENDS
Race	SKILLS 1	MOTHER'S OCC.	SIBLINGS
Occupation	SKILLS 2	MONEY LINKS	FOCUSES

Select *Race* • Starts on Page 47.

Select *Occupation* • Starts on Page 55.

Choose your character's *Name*. •

List characteristics • Choose one of the following three methods for generating characteristics, then generate each of the four skills in each group according to your chosen method. No characteristic can be above 19, except for Isho and Color for muadra (see page 48). •

A. Distribute 50 points in each of the three groups of characteristics.

B. Roll 4d6 for each characteristic. Use total of the three highest dice for each characteristics. Apply 1d3 points to each column of characteristics. C. Use the occupation templates on pages 55-64.

Divide *Agility* by four • Round down. This is your base for Jump, Swim and Climb. Take the total number of your Agility and distribute those points between Jump, Swim and Climb. List modifiers for Race (page 130). Get *Lifting Weight , Size Modifier, Injury Bonus, Agility Bonus* and *Strength Bonus* from Strength Chart (pages 51-52).

List skill levels for your occupation • See pages 10-14 in this book.

Subtract occupation cost from *Education* • Multiply remaining *Education* points x 3. Enter in Skills 1. Apply this number of points to occupation skills, including weapons.

Multiply original *Education* x 3 • Enter in Skills 2. Apply that many points first to any skills except Practical skills, including weapons; and then the same amount again to any skills except Common skills, including weapons. You may open new skills or improve existing skills with these points.

Roll 1d6 for age • If roll = 6, roll again and add both rolls together. In either case, add the result to a base of 20 years. Characters over 26 receive 10 additional skill points to distribute.

Get height and weight • Page 16 of this book.

Parents' occupations • Choose parents' occupations. It is assumed that both parents had occupations and all occupations are open to both sexes (yes, your mother could have been a thike fighter). You gain 2 bonus skill points to spend on skills from either of your parents' (or your guardians' or klade master's) occupations.

Calculate money • Roll 3d6. Your character begins with this number of gemlinks. Spend money as you see fit to supply your character. When you purchase weapons, fill out all spaces on your character sheet for each weapon. If you fail to include your bonus values, the sholari is not obligated to take care of it for you.

Roll for friends • Add *Social* and *Education* , divide by ten (round down). These are the people outside your family who have influenced you.

Roll for siblings • Woffen, bronth, and cygra, roll 1d6. Boccord, human and muadra, roll 1d6 and subtract two. Negative = only child.

Calculate Focuses • Divide *Learn* by three (round down). This is the number of skills to which you can apply primary Attainment Points. Additional Attainment Points may be awarded (at the sholari's discretion) to be applied to other skills.

Note Stamina • Stamina is equal to your *Constitution* .

NOTE :

You can earn another 1d3 characteristic or skill Rank points by writing a two page character history that is approved by your sholari.

SKILL CLASSIFICATIONS

Skill	Type
Acting	Other
Advance	Combat
Arithmetic	Practical
Astronomy	Other
Bargain	Common
Battleaxe	Combat
Bio-tec (Advanced)	Other
Bio-tec (Basic)	Practical
Biology	Other
Bochigon	Other
Bola	Other
Bow	Other
Bribe	Common
Bureaucracy	Common
Caji Etiquette	Other
Carpentry	Other
Carving	Other
Climb	Athletic
Club	Combat
Conceal Self	Common
Contacts	Common
Cooking	Common
Creature Care	Other
Crossbow	Other
Crystal Cutting	Other
Current Events	Practical
Dancing	Other
Defend w/Shield	Combat
Defend w/o Weapon	Combat
Drinking	Other
Earth-tec (Advanced)	Other
Earth-tec (Basic)	Practical
Entangle	Combat
Etiquette	Other
Evade	(roll against Agility)
Farming	Other
Fast Talk	Common
Fauna Recognition	Practical
First Aid	Common
Fishing	Other
Fist	Combat
Flora Recognition	Practical
Foraging	Common
Gaming	Common
Geography (Advanced)	Other
Geography (Basic)	Practical
Geology (Advanced)	Other
Geology (Basic)	Practical
Getting Around	Common
Halberd	Combat
History (Local)	Practical
History (World)	Other
Horse	Other
Information Search	Common
Interaction	Other
Isho Weather	Other
Juggling	Other
Jump	Athletic
Kick	Combat
Knife	Combat
Knife, Throwing	Other

Skill	Type
Language (Specific)*	Other
Languages (General)	Other
Limilates (Find)	Other
Limilates (Prepare)	Other
Literature	Other
Longbow	Other
Lore	Practical
Mathematics	Other
Medicine	Other
Military Etiquette	Other
Morning Star	Combat
Orating	Other
Painting	Other
Philosophy	Other
Physics	Other
Pibber	Other
Pick Locks	Other
Pick Pockets	Other
Pike	Combat
Pistol	Other
Play Musical Instrument	Other
Prestidigitating	Other
Rifle	Other
Sailing	Other
Sculpting	Other
Search	Common
Set Traps	Other
Set up Camp	Other
Shipwright	Other
Singing	Other
Sis-ganj	Other
Sis-naun	Other
Sling	Other
Spear	Combat
Staff	Combat
Stealth	Common
Story Telling	Other
Swim	Athletic
Sword, One-handed	Combat
Sword, Two-handed	Combat
Tackle	Combat
Tailing	Common
Talmaron	Other
Tarro	Other
Teaching	Common
Thikes	Combat
Thombo	Other
Thriddle Madness Etiquette	Other
Tracking	Common
Traveller	Practical
Trident	Combat
Turret	Other
Underground Information	Other
Weather	Practical
Whistling	Other
Wilderness Travel	Common
Withdraw	Combat
Writing	Other

* All characters have their own language at Seasoned, and the written form of own language at -3 the spoken skill.

Transfer characteristics and key information to your Character Sheet

PLAYER CHARACTER TRACKING SHEET

PLAYER NAME					
Character Name					
Race					
Occupation					
Constitution					
Social					
Isho					
Color					
Strength					
Education					
Learn					
Agility					
Speed					
Aim					
Spot					
Listen					
Bonuses					
Weapon(s)					
Note					

SKILL INDEX

Skill	Diff	Page	Type
Acting	H	70	Other
Advance	C	76	Combat
Arithmetic	E	66	Practical
Astronomy	V	74	Other
Bargain	E	66	Common
Battleaxe	C	83	Combat
Bio-tec (Advanced)	V	73	Other
Bio-tec (Basic)	E	66	Practical
Biology	H	73	Other
Bochigon	V	72	Other
Bola	H	S9	Other
Bow	H	83	Other
Bribe	E	67	Common
Bureaucracy	E	68	Common
Caji Etiquette	H	75	Other
Carpentry	M	69	Other
Carving	H	71	Other
Climb	E	69	Athletic
Club	C	83	Combat
Conceal Self (as Hide in ...)	E	67, 68	Common
Contacts	E	67	Common
Cooking	E	68	Common
Creature Care	H	70	Other
Crossbow	M	83	Other
Crystal Cutting	H	70	Other
Current Events	E	66	Practical
Dancing	H	71	Other
Defend w/Shield	C	75	Combat
Defend w/o Weapon	C	75	Combat
Drinking	E	S8	Other
Earth-tec (Adv.) (as Op/Mod)	H	73	Other
Earth-tec (Basic)	E	66	Practical
Entangle	C	75	Combat
Etiquette	H-V	S8	Other
Evade	n/a	108	roll vs. Agility
Farming	M	69	Other
Fast Talk	E	67	Common
Fauna Recognition	E	65	Practical
First Aid	E	68	Common
Fishing	M	69	Other
Fist	C	S8	Combat
Flora Recognition	E	65	Practical
Foraging	E	69	Common
Gaming	E	68	Common
Geography (Advanced)	H	73	Other
Geography (Basic)	E	65	Practical
Geology (Advanced)	H	74	Other
Geology (Basic)	E	65	Practical
Getting Around	E	67	Common
Halberd	C	S8	Combat
Hide in City (now Conceal Self)			
Hide in Country (now Conceal Self)			
History (Local)	E	65	Practical
History (World)	V	72-73	Other
Horse	M	72	Other
Information Search	E	68	Common
Interaction	M-V	S8	Other
Isho Weather	H	74	Other
Juggling	H	71	Other
Jump	E	69	Athletic
Kick	C	S8	Combat
Knife	C	83	Combat
Knife, Throwing	H	S9	Other
Language (Native)	M-V	74	Practical
Language (Specific)	M-V	74-75	Other
Languages (General)	H	73	Other
Limilates (Find)	M	70	Other
Limilates (Prepare)	H	70	Other
Literature	V	73	Other
Longbow	H	83	Other
Lore	E/S8	66	Practical
Mathematics	V	73	Other
Medicine	V	70	Other
Military Etiquette	H	75	Other
Moons	H	91	Other
Morning Star	C	83	Combat
Orating	H	71	Other
Painting	H	71	Other
Philosophy	H	73	Other
Physics	V	74	Other
Pibber	M	72	Other
Pick Locks	H	70	Other
Pick Pockets	V	69	Other
Pike	C	S8	Combat
Pistol (any)	M	S8	Other
Play Musical Instrument	H	71	Other
Prestidigitating	H	71	Other
Rifle (any)	M	S8	Other
Sailing	E	69	Other
Sculpting	H	71	Other
Search	E	67	Common
Set Traps	M	70	Other
Set up Camp	E	S8	Other
Shipwright	H	70	Other
Singing	H	71	Other
Sis-ganj	H	S9	Other
Sis-naun	–	S8	Other
Sling	M	83	Other
Spear	C	83	Combat
Staff	C	83	Combat
Stealth (as Silent Movement)	E	67	Common
Story Telling	H	71	Other
Swim	E	69	Athletic
Sword, One-handed	C	83	Combat
Sword, Two-handed	C	83	Combat
Tackle	C	75	Combat
Tailing	E	67	Common
Talmaron	H	72	Other
Tarro	V	72	Other
Teaching	E	68	Common
Thikes	C	83	Combat
Thombo	M	71	Other
Thriddle Madness Etiquette	H	75	Other
Tracking	E	68	Common
Traveller	E	65	Practical
Trident	C	S9	Combat
Turret (any)	M	S9	Other
Underground Information	H	69	Other
Weather	E	66	Practical
Whistling (as Singing)	H	71	Other
Wilderness Travel	E	69	Common
Withdraw	C	76	Combat
Writing	H	69	Other
Writing (own language)	H	74	Practical

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*Dysha provided in occupations but not explained in third edition.
See Page 6 of this errata.

NON-PLAYER CHARACTER SHEET

SKYREALMS of JORUNE™

Name _____
Race _____
Origin _____
Occupation _____

Weight _____ Age _____
Height _____ Sex _____

CONSTITUTION		STRENGTH		SPEED	
SOCIAL		EDUCATION		AIM	
COLOR		LEARN		SPOT	
ISHO		AGILITY		LISTEN	

MODIFIERS

Advantage Bonus _____
Color Points _____
Hit Bonus _____
Injury Bonus _____
Max Isho _____
Running Speed _____
Size Modifier _____
Strength Bonus _____

ATHLETICS

Jump _____
Climb _____
Swim _____
Lifting Weight _____

WOUNDS

Body		
Legs		
Arms		
Head		

WEAPONS

NAME	SKILL
.....	_____
.....	_____
.....	_____
.....	_____
.....	_____
.....	_____

DYSHAS*

NAME	SKILL	ISHO
.....	_____	_____
.....	_____	_____
.....	_____	_____
.....	_____	_____
.....	_____	_____
.....	_____	_____

* The 1/20 automatic success/failure does not apply to dyshas.

NON-PLAYER CHARACTER SHEET

SKYREALMS of JORUNE™

Name _____
Race _____
Origin _____
Occupation _____

Weight _____ Age _____
Height _____ Sex _____

CONSTITUTION		STRENGTH		SPEED	
SOCIAL		EDUCATION		AIM	
COLOR		LEARN		SPOT	
ISHO		AGILITY		LISTEN	

MODIFIERS

Advantage Bonus _____
Color Points _____
Hit Bonus _____
Injury Bonus _____
Max Isho _____
Running Speed _____
Size Modifier _____
Strength Bonus _____

ATHLETICS

Jump _____
Climb _____
Swim _____
Lifting Weight _____

WOUNDS

Body		
Legs		
Arms		
Head		

WEAPONS

NAME	SKILL
.....	_____
.....	_____
.....	_____
.....	_____
.....	_____
.....	_____

DYSHAS*

NAME	SKILL	ISHO
.....	_____	_____
.....	_____	_____
.....	_____	_____
.....	_____	_____
.....	_____	_____
.....	_____	_____

* The 1/20 automatic success/failure does not apply to dyshas.

SkyRealms of Jorune
Non-Player Character

NPC NAME

_____

RACE

_____

OCCUPATION

_____

COMBAT SKILLS

Advance	__	_____
Defend w/o Weapon	__	_____
Entangle	__	_____
Fist	__	_____
Kick	__	_____
Tackle	__	_____
Withdraw	__	_____

MOON SKILLS

Desti	[Red]	_____
Du	[Amber]	_____
Ebba	[Yellow]	_____
Gobey	[Brown]	_____
Launtra	[Green]	_____
Shal	[Blue]	_____
Tra	[White]	_____

ISHO SENSITIVITY

Caji Entropy	___
Estimate Isho	___
Tra Sense	___
Warp Stabilization	___
False Signature	___
Mask Signature	___
Race Signature	___
Signature Spectrum	___

SKILLS

Animal Handling	
_____	_____
_____	_____
Arithmetic	_____
Bargain	_____
Bio-tec (Basic)	_____
Bribe	_____
Bureaucracy	_____
Conceal Self	_____
Contacts	_____
Cooking	_____
Current Events	_____
Earth-tec (Basic)	_____
Etiquette	
_____	_____
_____	_____
_____	_____
Fast Talk	_____
Fauna Recog	_____
First Aid	_____
Flora Recognition	_____
Foraging	_____
Gaming	_____
Geography (Basic)	_____
Geology (Basic)	_____
Getting Around	
_____	_____
_____	_____
History (Local)	_____
Info Search	_____

Interaction	
_____	_____
_____	_____
_____	_____
Language	
Own	_____
_____	_____
_____	_____
Lore	
_____	_____
_____	_____
Search	_____
Stealth	_____
Tailing	_____
Teaching	_____
Tracking	_____
Traveller	_____
Weather	_____
Wilderness Travel	_____

OTHER SKILLS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SkyRealms of Jorune
Non-Player Character

NPC NAME

_____

RACE

_____

OCCUPATION

_____

COMBAT SKILLS

Advance	__	_____
Defend w/o Weapon	__	_____
Entangle	__	_____
Fist	__	_____
Kick	__	_____
Tackle	__	_____
Withdraw	__	_____

MOON SKILLS

Desti	[Red]	_____
Du	[Amber]	_____
Ebba	[Yellow]	_____
Gobey	[Brown]	_____
Launtra	[Green]	_____
Shal	[Blue]	_____
Tra	[White]	_____

ISHO SENSITIVITY

Caji Entropy	___
Estimate Isho	___
Tra Sense	___
Warp Stabilization	___
False Signature	___
Mask Signature	___
Race Signature	___
Signature Spectrum	___

SKILLS

Animal Handling	
_____	_____
_____	_____
Arithmetic	_____
Bargain	_____
Bio-tec (Basic)	_____
Bribe	_____
Bureaucracy	_____
Conceal Self	_____
Contacts	_____
Cooking	_____
Current Events	_____
Earth-tec (Basic)	_____
Etiquette	
_____	_____
_____	_____
_____	_____
Fast Talk	_____
Fauna Recog	_____
First Aid	_____
Flora Recognition	_____
Foraging	_____
Gaming	_____
Geography (Basic)	_____
Geology (Basic)	_____
Getting Around	
_____	_____
_____	_____
History (Local)	_____
Info Search	_____

Interaction	
_____	_____
_____	_____
_____	_____
Language	
Own	_____
_____	_____
_____	_____
Lore	
_____	_____
_____	_____
Search	_____
Stealth	_____
Tailing	_____
Teaching	_____
Tracking	_____
Traveller	_____
Weather	_____
Wilderness Travel	_____

OTHER SKILLS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CALENDAR JORUNE

MULLIN 3493

SHAL EBBA DU GOBEY DESTI TRA LAUNTRA

29 TRA is full on odd numbered nights FULL MOON	30	31	1 ***Day Colony*** (Thantier) EBBA SHAL DU	2	3 ***Toh Reen 6*** (Dobre)	4 LAUNTRA
5 ***Lathuhu*** (Sharden) EBBA	6	7	8	9 EBBA	10	11 LAUNTRA
12 ***Gend's Rescue*** (Gauss, Anasan & Lundere)	13 EBBA	14	15	16	17 EBBA	18 LAUNTRA
19	20 ***Toh Reen 7*** (Dobre)	21 EBBA	22	23	24	25 LAUNTRA EBBA
26	27	28	29 EBBA	30	31	32 LAUNTRA
33 EBBA	34 ***Day Iscin*** (Dobre)	35	36	37 EBBA	38	39 LAUNTRA
40	41 ***Cammiger Day*** (Ardoth) 1 SHAL EBBA	42 2	43 3	44 ***Toh Reen 8*** (Dobre) 4	45 5 EBBA	46 LAUNTRA 6
47 7	48 8	49 ***Day Klade*** (Burdoth) 9 EBBA	50 10	51 11	52 12	53 LAUNTRA 13 EBBA
54 14	55 15	56 16	57 17 EBBA	58 18	59 19	60 LAUNTRA ***Garshk*** (Drail) 20
61 21 EBBA	62 22	63 23	64 24	65 25 EBBA	66 26	67 LAUNTRA 27
68 28	69 29 EBBA	70 30	71 ***Toh Reen 9*** (Dobre) 31	72 32	73 33 EBBA	74 LAUNTRA 34
75 35	76 36	77 37 EBBA	78 38	79 39	80 40	81 LAUNTRA 41 EBBA
1	2	3	4	5	6	

CALENDAR JORUNE

AUSS 3493

SHAL EBBA DU GOBEY DESTI TRA LAUNTRA

76 TRA is full on even numbered nights ○ FULL MOON	76	77	78	79	80	81
1 ***Day Tauther*** (Ardoth) ○ SHAL ○ DU	2	3	4 ○ EBBA	5 ***Day Hie*** (Heridoth)	6 ○ EBBA	7 LAUNTRA ○
8 ○ EBBA	9	10	11	12 ○ EBBA	13	14 LAUNTRA ○
15	16 ○ EBBA	17	18 ***Day Refugee*** (Jasp)	19	20 ○ EBBA	21 LAUNTRA ○
22	23	24 ○ EBBA	25	26	27 ***Toh Reen 10*** (Dobre)	28 LAUNTRA ○
29	30	31	32 ○ EBBA	33	34	35 LAUNTRA ○ ○ EBBA
36 ○ EBBA	37	38	39	40 ○ EBBA	41 ***Day Harvest*** (General) 1 ○ SHAL	42 LAUNTRA ○ 2
43 3	44 4 ○ EBBA	45 5	46 6	47 7	48 8 ○ EBBA	49 LAUNTRA ○ 9
50 10	51 11	52 12 ○ EBBA	53 13	54 14	55 15	56 LAUNTRA ○ 16 ○ EBBA
57 17	58 18	59 19	60 20 ○ EBBA	61 21	62 22	63 LAUNTRA ○ 23
64 24 ○ EBBA	65 ***Toh Reen 11*** (Dobre) ***Day Chain*** 25 (Temauntro)	66 26	67 27	68 28 ○ EBBA	69 29	70 LAUNTRA ○ ***Choun Pwa*** (Temauntro) 30
71 31	72 32 ○ EBBA	73 33	74 34	75 35	76 36 ○ EBBA	77 LAUNTRA ○ 37
78 38	79 39	80 40 ○ EBBA	81 ***Day Terra*** (Burdoth, Jasp Thantier & Heridoth) 41	1	2	3

CREATURE CHART

A = Apathetic B = oBnoxious C = Carnivore D = Dangerous E = Enervor H = Herbivore M = Manic O = Omnivore

	TYPE	REACTION	ARMOR	ADV.	ATTACK	DAMAGE	SPEED	ATTACK RANK	DEFENSE RANK	DEFENSE SIZE	TO HIT	ISHO	CON	SPECIAL
Beagre	O	D	leather -2	+2	2 claws bite	knife -4 bite -3	3d6+6	14	13	-2	-3	1d6-2**	1d3+2	Packs of 3d6-1d6 (<1=1)
Bochigon	O	B	leather -2	-2	kick	thombo kick +3	3d6+3	14	16	+3	body +4 legs -1, head -3	–	4d6+4	Vulnerable underbelly
Clemmisin	H	A	leather +1	+2	2 claws bite	knife +2 bite +4	2d6+2	17	16	+3	body +5 legs +1, head -1	1d6	3d6+4	Soft abdomen
Corondon	C	M	thailierian for chest and body	–	4 claws bite dysha	sword bite	1d6	15	5	+4	body +6 arms -3, legs +3 head +4	2d6x2d6+30	5d6+20	Dyshas: lightning blast, lightning strike, penetration bolt, power hold, suspension orb on 11
Cougar	C	D	–	+2	2 claws bite	knife -3 bite -1	3d6+5	14	13	–	body -1 legs -4, head -7	1d6	1d6+6	Packs of 1d6
Creshi	C	D	+3	–	bite	bite -1	3d6+7	11	11	-4	body +5	1d3	1d3+1	Schools of 3d6+10
Crill	C	B	–	–	bite	knife	2d6+20 fly 2d6 ground	11	11	-3	body -7 wings -3, head -8	2d6	2d6+2	Flocks of 1d3; boc-rod in tail protects from isho attack
Daij	E	M	–	+4	2 dyshas	dysha	2d6	13	4	-3	-1	8d6x1d6	1d6+3	Packs of 2d20. Electrical bolts; dyshas: isho drain, lightning blast, power orb on 14
Dharmac	C	B	leather	–	2 claws bite	knife bite	3d6	13	12	–	head -5	1d6-2**	1d6+5	Amphibious Sometimes hides in mud
Dharmee	C	M	carapace -2	–	2 claws bite	knife -3 bite -3	3d6	13	12	-1	head -5 legs -4	2d6	1d6+5	No armor on hindquarters; hides underground
Dichandra	O	D	carapace	–	4 fists	club	2d6	12	9	+2	body +1 arms -5, legs -3, head -7	2d6	3d6+5	Surprise attacks No armor in front
Do-odreh	C	B	leather -2	+2	entangle needle teeth	fist -2 bite +2	2d6+4	13	6	-1	body +3	–	2d6+2	Strangle*
Dothobider	H	A	leather	-3	kick horns (male)	thombo kick knife +2	2d6+6	11 8	7 4	+1	body +4 legs -2	4d6	4d6+4	Herds of 3d100
Dreglamon	C	M	leather	+2 +5 on 1st	4 bites spit rock	bite +2 rock +2	1d6	7	15	+4	body +4 -2	1d6	4d6+5	Spits rocks at prey
Duradon	C	D	–	-2	claw bite	knife -3 bite -1	2d6+10 fly 2d6 ground	16	18	+4	body +5 wings +4, legs -1, head -4	4d6	5d6+10	
Farg	C	M	–	–	2 arms beak	club +2 knife	2d6	13	16	+4	body +6 arms -2, head -5	1d6	1d6+5	
Giddle	H	M	–	-3	bite	bite -2	2d6+12	7	9	-1	-4	1d3	1d3+1	Evades on 13
Giggit Stage 2	C	M	–	+2	2 arms bite	sword bite	3d6+6	13	16	-3	body -5	–	1d3+2	Cleash may be nearby
Stage 3	C	D	leather	-2	bite	bite	1d6	10	12	-3	body -3	–	1d3+4	
Harn	C	D	leather	-2	sandblast	club -2 twice	1d6+6	9	17	-1	body -2, arms -4 legs -3, head -8	3d6	2d6+4	Underground chambers
Horse	H	A	–	-2	kick	thombo kick -1	2d6+15	10	14	+2	body +5 head -5	–	2d6+8	Herds of 1d3
Locure	C	D	grunder	+6	claws dysha	knife -2	3d6+5	16	14	+4	body +5 head -2, arms +2	2d6x3d6	4d6+4	Dyshas: lightning strike, power orb

CREATURE CHART

A = Apathetic B = oBnoxioius C = Carnivore D = Dangerous E = Enervor H = Herbivore M = Manic O = Omnivore

	TYPE	REACTION	ARMOR	ADV.	ATTACK	DAMAGE	SPEED	ATTACK RANK	DEFENSE RANK	DEFENSE SIZE	TO HIT	ISHO	CON	SPECIAL
Lothern	H	A	–	-4	trample	thombo kick +2	2d6	6	8	+4	body +5 legs +1, head -1	2d6	4d6+3	Slow and stubborn
Mandare	C	M	leather +2	–	bite	bite	3d6	7	3	+5	body +6 neck -4, head -7	1d6	4d6+5	Leaves trough in ground
Merbian	H	A	–	-2	claw	knife -3	1d6+2	5	6	-1	body +3, head -2	2d3-1	1d6+1	Herds of 1d6+4
Nemsis	C	M	–	–	digestive juice	special	1d6	14 (initial)	–	–	–	–	–	-4 to Spot. Digestive juice dissolves limb or creature in 2-1/2 hours. Only hurt by fire.
Pibber	H	A (If thisting:	– carapace	+3	claw 2 claws	knife -5 knife -2	2d6+15	7 14	7 14)	-3	-4	2d6	1d6+4	Packs of 1d6x1d6x1d6 Hisses if thisting
Sankinslan	O	A	leather -2	-2	constrict	club -3	3d6	9	12	-2	-4	1d3	1d3+2	Strangle*
Scrade/Wasto	C	D	carapace	+2	sherrid	sword	3d6	7	7	-1	body -1 arms -5, legs -3, head -8	1d3-1**	1d3+3	Packs of 1d3. Drops from trees or springs up
Scragger	C	M	–	+5	bite	bite	3d6	9	8	-2	-2	1d6-2**	1d6+3	Packs of 1d6 Saliva contains toxin
Sirra-sloth	O	A	leather	-2	4 claws bite	knife +1 bite +4	1d6+3	14	12	+1	body +3 legs +1, head -2	1d6+2	2d6+5	Scares tarro
Slutch	O	D	carapace	+2	gas	bite +3	1d6	11	3	+3	body +3 arms -2, head -2	2d6	2d6+2	Must stay near water
Talmaron	H	A	–	-2	2 claws bite	knife -2 bite	2d6+10 fly 2d6 ground	8	11	+2	body +3 wings +2, legs-1, head -1	4d6	3d6+5	Flies by isho; won't fly in isho storm
Tarro Borkelby	O	D	–	+2	4 claws bite	knife +2 bite +1	3d6+3	15	12	-1	arms -3 legs -1, head -3	3d6x3d6	4d6+1	Screeches. 75% chance stiff dysha
Plain	O	B	–	+2	4 claws bite	knife -5 bite - 5	2d6	11	11	-2	body -3 arms -7, legs -5, head -9	2d6x3d6	2D6+4	Screeches. 50% chance stiff dysha
Pocket	O	B	–	-3	4 claws bite	knife -5 bite -5	1d3+2	8	7	-3	body -5 arms -8, legs -7, head -9	2d6x3d6	1d6+2	Screeches. 50% chance stiff dysha
Stiff-backed	O	D	–	+2	4 claws bite	knife -1 bite -1	3d6	13	11	-1	body -1 arms -3, legs -3, head -5	3d6x2d6	3d6+2	Screeches Dysha: stiff
Thombo	H	A	leather	–	kick	thombo kick	3d6+5	12	15	+2	body +5 legs +3, head -1	2d6	3d6+6	Smell like mildew
Vodra	C	M	carapace	+2	4 tentacles dysha	knife	3d6	14	4	+1	tentacles -5	4d6x 1d6	2d6+4	Dysha: frost bolt 1d6 crystals X 1/3 Con Flocks of 1d3 or 1d100
White Mandare	C	M	leather +2	–	bite dysha	bite	3d6	7	4	+5	body +6 neck -1, head -7	6d6x10	4d6+7	Casts dyshas of Du, Desti, Ebba, & Gobey
Wolf	C	D	–	–	bite	bite -1	2d6+5	13	15	-1	body -2 legs -3, -4	1d6	2d6+3	Warp savvy. Can interfere on 1

*Strangle: Roll against Strength to breathe on successful attack. Failure means no air; if failure occurs on six consecutive rounds, defender falls unconscious. Roll against Con to regain consciousness; failure for four rounds means victim has died.

**Some creatures are incapable of holding large quantities of isho. If the result is below zero, the creature loses isho as quickly as it comes into its body.

SHOLARI GLOSSARY

Codes for additional references:
MC - *Maustin Caji* (1984)
CB - *Companion Burdoth* (1986)
CA - *Companion Ardoth* (1987)
ET - *Earth-Tec Jorune* (1988)
IR - *Playing the Iscin Races* (1989)
SJ - *Shanthas of Jorune* (1990)
WW - "Segment Jorune" in *White Wolf* (1986-88)
§ - Essays 1986-1987, unpublished, sold by mail

300KRS 300° Kelvin Return System. Used to return an Earth-tec cryo-bin to room temperature. ET
Abahth The blount language.
Aciloss Klade Private yord services. Member of Lorgin Klades. CA
acubon Fresh water aquatic race mutated from humans. Found in Lake Dau-uh-dey in Khodre.
aerator Very large Earth-tec device that improves durlig crop yields by turning dirt around the root, providing fresh nutrients in the process.
afrid Cork to create worm-like creature. ET
Aggum Klade Tarro trainers (mostly bronth). Member of Pesade Klades. CA
ah'iln Berry poisonous to shantha and most native life. SJ
ah [Chaun-tse] "Home."
ahdis Speaker; orator.
ahgoobung Dobren root from which gawdieth limilate is created.
ahji Banana-like fruit from Dobre. §
ahji sickness Illness caused by spores carried by ahji. It causes nausea, vomiting, fever, and an outbreak of swollen, fluid-filled welts. People who have had ahji sickness often remain pockmarked and weak. CB
ahsk Stalk on corondon's head capable of throwing dyshas.
alert pod Spherical unit that establishes a movement perimeter. It will sound an alarm if any creature enters the protected area, but is not triggered by movement of animals merely in the general area.
all season clothing Clothes which regulate temperature for wearer. Comfortable from -20°F–110°F. Distinguishing visual feature is slight silver tinge along seams.
alpha isho Ambient flows of low frequency isho used for slow speed travel by crystal schooners.
ambreh Limilate that adds 3 points to Education. Used when learning languages or skills dependent on memory. Effects last three hours.
ambri Yellowish lichen from which ambreh limilate is made. WW
amulet Shanthic amulets are designed to protect one person from one type of beast or evid.
an [shanthic] "Stone."
anasan [Thowtis] "Freedom."
aniln Crystal spheres deep within caverns of La'Shalta, shanthic "primal home" below Lundere. SJ
annaphon Cork to create advanced reco or genon. ET
anniton Cork to create bio-tec creatures classified as primitive animals. ET
arbrey Disk of dung from an arbrey stack. Used for cooking and heating. Burns without toxic byproducts. ET
arbrey stack Bio-tec creature that eats rotting garbage to produce flat, circular slabs of fuel material used in poor areas for cooking and heat. ET
Ardothian Council Primary advisors to Dharsage, with seats held by Dobre, Gauss, Heridoth, Lundere, Lusail, North Khodre, the Sobayid, South Khodre, and Tan-Iricid, and an observer from Temauntro.
Ardothian Red Capes An elite unit of Burdothian palace guard which answers directly to office of Dharsage.
armor Metal armor is expensive because of the relative scarcity of metal on Jorune. Leather (bochigon, cattle, clemmisin, corondon, locure, lothern or thombo), carapace, ring mail, or plate armor protect against physical attack. E-rep or deflector armor are Earth-tec resins and plastics that protect against energy weapons, but offer minimal protection against blades or bludgeons. Clear crystal chunks may be incorporated into armor to protect against isho attacks.
arrigeh Plant from which arrigish limilate is made.
arrigish Limilate developed to promote healing in most races (except ramian; see shirm-eh).
ashalta [shanthic] "Focus"; "heart."
Asmir Yordeh Klade Law klade in Gauss Valley and Ardoth. §
Astilene Klade Locksmiths (gates, grates and locks). Member of Kipkle Klades. CA
atra [shanthic] Isho light; glowing isho.
attack cell Larger version of power cell, capable of producing 1,500,000 joules of energy. 8,000 are believed to still exist on Jorune. ET
Atterol Iscin Klade Most prestigious klade in Ardoth, located in Tocour area of Arkin. While its ties to Gauss Valley Associates were severed almost 1,000 years ago, Atterol continues to be the place to study.
auss Harvest season; autumn.
awehf [Thowtis] "Criminal." Woffen diyorda.
awss Public meeting center of a town or city, usually in the middle of the city.
awthew [Thowtis] Woffen who has become a "wretched one" (alcoholic) from overuse of stomeh and wholl. They tend to be loud, but non-violent. They walk with a hunch.
awthew-tie Limilate, made from stoma and parthage wine extract, developed to cure awthew in woffen. Produces nausea if alcohol is ingested. Causes sickness but returns user to normal walking and alertness.
aylon "Far place."
Ayloni Of or relating to Aylon.
baht [Boru] Bronth family group, usually thirty to forty members.
balweze Melon whose top leaves cause indigestion for woffen.
bargeer [boccord] "Adulthood."
Barrij Klade Rope and net makers. Member of Bohod Klades. CA
battle harness Powered combat armor; battle suit. CA

beagre Two-legged scavenger filling position of rat on Jorune. Those found in cities are comfortable living on garbage and the refuse of civilization. Those found in the wild tend to move in packs and will attack en masse if hungry enough. Starving beagre are used for entertainment in sherja exhibitions in some unsavory establishments.

beaster Person who hunts especially dangerous creatures.

bebbermise cream Type of sweet Oriem cream candy sold at Bep Clep. CA

bebbic Shellfish found off Sychill's coast. §

Belli Klade Potters. Member of Cassadon Klades. CA

beta isho Extremely high energy isho that creates fast moving channels for travel.

bibibit Thriddle teaching toy: Wire with beads, used to teach sets and numbers. CA

biffid Type of fish. §

binders Earth-tec plastic handcuffs/manacles. ET

binkers hamn Fried flat steak made of minced durlig heart, pillit, and meat byproducts. Known to make the unskilled palate ill. No one quite knows where the dish originated, but it is sold in the Clavis area of Shandane District in Ardoth.

bio-tec Human technology of creating new creatures and plants through use of corks and incupods.

bio-tec buddy Slang for reco.

bio-tec cycle Technique for reproducing existing bio-tec creatures, or for creating new ones. Basic genetic information is encoded into a cork's central material, cork is carried into position on incupod by busk, and bio-form grows in incupod. Birth of genon or reco occurs when incupod splits open and new life form dries and begins responding to its programming. Recos or genons can be forced to produce corks of themselves by application of TRoJaX, which cuts lifespan of creature to 1/10th normal. ET

birch-bulb Bitter red food root from the Essanja. Also used to create a strong red dye for cloth. CB

birl stranded grass Food necessary for Cushindell moths to produce Cushindell silk. It grows in marshland and must be constantly tended. CA

bit Smallest unit of currency. 1/100th of a gemule. Physically a crude, ugly crystal with rough exterior. Not considered currency in quantities greater than 100.

blaster Earth-tec plasma weapon.

blosh Symbol understood by crugar and woffen to represent woffen suffering at hands of the crugar at the Ninindrue Plague Slayings.

blount First of Iscin's animal creations, an intelligent bipedal frog.

boc-rod Crystal fragment capable of storing energy. Used by crill as defense against isho storms or isho attack.

boccord Mutant human race characterized by superior strength.

bochigon Large, incredibly stubborn pack animal capable of self defense. Brought to Jorune by lamorri as riding mounts.

bochigon dung disease Septic infection of open wounds first discovered when bochigon were used by Shandane at Mairamin in 3017. By tradition, this was the cause of Shandane's death in that battle. CB

body isho One of the three dysha forms; must contain Launtra. Most common use is as a touch or trickle discharge into body of target or caster.

Bohod Klade Weavers specializing in Cushindell silk sails. Member of Bohod Klades. CA

Bohod Klades Group of klades primarily supporting fisherman and merchant vessels. Mother house in Old Aylon, Jasp. Some member klades: Barrij, Bohod, Shelt, Shoukt, and Yampher. CA

bohor ahandi (boh-HOOR a-HAN-dee) [Boru] Long game.

bohor-ahandi (boh-HOOR a-han-DEE) [Boru] Endless battle or war.

boji [shanthic] Wild plant whose leaves are used in curing skin and thailiers of corondon for use as weapons and armor.

bolt One of the three dysha forms, most common to Desti group. Manifests as raw isho in long, thin forms approximately 2'-4' long.

Bomoviri Crugar equivalent of a devil or demon; an insult. Reference to the true cause of Iscin's death according to crugar religious tradition.

Borkelby tarro Largest of the tarros. Common to south Dobre.

Boru The bronth language

bosin [Boru] "Great watcher." Tarro trainer.

breather Earth-tec device designed to permit an air-breather to remain submerged in water by providing a supply of oxygen for up to twelve hours. Breather fits over user's mouth. Requires a function cell to operate.

bronth Iscin race, descended from the bear.

Bryne Klades Sobayid klades with outlet in Lower Manser in Ardoth. They offer keo'sko, linryte and rusper. CA

Bryne Streeter Human diyorda of Lower Manser. CA

brynk Hardwood valued for making musical instruments and longbows.

bursler Genon designed to locate water, burrow down to it, gorge on the liquid, return to the surface, and die. After death a bursler seals and creates a container of pure water for observant travellers. ET

busk Beetle-like bio-tec creature that exists to implant corks into receiving dimple of an incupod.

byritt Chunk of deep fried durlig flavored with crethin and other spices. A popular fast food.

ca (ka-) [shanthic] "Group." Usually used in terms of moon sects (e.g., Ca-Tra, shanthas of the moon Tra), but occasionally in reference to other groupings of people or inanimate objects sharing a common trait.

ca'aniln Three day period between birth of a shantha and the young shantha's emergence from the placential sack in which it is born. SJ

Ca-Desti Shanthic sect of "The Red Harbinger"; color of the cult and moon is red. This cult can be found in Loh'Oden, south of Dobre. Ca-Desti were makers of thosks and early evids.

Ca-Du Shanthic sect of "The Illuminator"; color of the cult and moon is amber. Makers of blades and keeper rods, and tenders of herds. Found in south Dobre, Crendor, Ros Crendor, and East Trinnu Jungle Lands.

ca'go'aci [shanthic] "That which is against the naull." Darkness in isho. SJ

Ca-Gobey Shanthic sect of "The Protector"; color of the moon is black, color of the cult is brown (though they

occasionally wear black). Builders of great shanthic cities, and creators of warp maps and isho receivers. Found in Drail and central Lundere.

Ca-Launtra Shanthic cult of "The Flow"; color of the sect and moon is green. Tenders of plants and makers of limilates. Found in Delsha, Drail and Thantier.

Ca-Shal Shanthic cult of "Keeper of the Ancient Order"; color of the sect and moon is blue. Creators of elip ston and crundorra. Found in eastern Lundere, Voligire and southern Gilthaw.

Ca-Tra Shanthic cult of "The Warp Maker"; color of the sect is white and color of the moon varies. Makers of cle-eshtas and controllers of warps. Found in Doben-al, Burdoth and Anasan. Ca-Tra have dedicated themselves to serve as sholari and trade their teachings to recover shanthic relics held by human, Iscin, and lamorri races. Characters will most often encounter Ca-Tra.

caji [shanthic] "Student." Dysha-weaving occupation available only to muadra.

caji entropy Silly dice game used by player characters to increase their caji character's isho.

caji houser Person who owns an inclep that welcomes caji in particular.

calmra White wine which also serves as an antidote for toxins found in fish caught in Ardoth Bay.

calprin Yord investigator.

calt Yord squad leader.

Cammiger Day 41 Mullin of each year, when merchants and clep owners in Ardoth display their wares outdoors. CA

cankle Grey sugar-like crystal used to nourish recos and genons.

canther The large hump on a cleash's back. The aroma and sparkle given off by it are said to be how cleash control the scarmis.

carapace Hard protective shell of an insect, crustacean or other living thing. Several races on Jorune have natural carapace that serves as armor (e.g., cleash).

cashiln [shanthic] "Walking."

Cassadon Klades Group of klades with mother house in Gauss, Burdoth. Some member klades: Belli, Clerbish, Oriem, and Shelp. CA

Cathoon aloow spew atwoo oow tawep swoola nooh tac [Thowtis] "Cathoon drinks quick and fast." Tongue-twister palindrome used for amusement at shenters. IR

challisk Small metal plate, made from Earth colony spacecraft hulls, given to citizenship applicants in Burdoth.

chaln (chauln) [Chaun-tse] "Clumsy."

Chaun-tse (shawn-TZE) The crugar language.

chausis Fast ship devised by salu and built by salu or following salu plans. Favored by bronth.

chawgis [Boru] Battle tactics school.

chell (shell) Title similar to mayor.

Chen Ichi (shen EE-chee) Crugar form of the Iscin religion.

chil powder Hot spice made from perpya leaves. Popular with jer, who say it keeps them moving and kills any possible infection from jungle molds or bacteria.

Children of Iscin Bio-engineered races created by the scientist Iscin: blount, bronth, crugar, tologra, and woffen.

chiv (chiv) [Rorch-ko] "Tusk." Boney growth that appears on ramian at time of cheever. They are taken as a mark of danger by intelligent races.

chiveer (chiv-EAR) [Rorch-ko] Period of ramian madness apparently related to their reproduction cycle. Results in a vicious blood lust toward any creature unfortunate enough to be in the ramian's path. It lasts a few months and is marked by the growth of chivs.

Chiven Rachu-eh (chiv-en RAW-chew-eh) [Rorch-ko] "Master of one's self." Ramian who resist cheever, known by the purple stain of burst blood vessels in their temples.

choo'i [Chaun-tse] Crugar name for dharmee. §

chote Plant whose leaves can be rolled and placed in the nose to make rancid odors tolerable.

Choulise In woffen lore, the children of Choundra, who tormented woffen, bronth, tologra and blount after Iscin's death. IR

Choun Pwa (shown pwah) Crugar holy day, traditionally the day of Choundra's death. Observed on 70 Auss.

chri (shree) [Chaun-tse] Crugar name for arrigeh, the plant from which the arrigish limilate is made. The root acts as a mild painkiller when chewed.

chwikich (SHWEE-kik) Tall shrubs scarmis plant near their camps so group members can rub against them.

Cie (kye-) [shanthic] Irregular form of ca. Used only before words beginning with vowels.

Cie-Ebba Shanthic cult of "The Sender"; color of the cult is yellow and color of the moon is silver. Builders of teaching devices and shanthic computers. Found in the Shuul between Lundere and Dobre.

Claysis The Ardothian Bazaar. The name has been adopted by several nations friendly to Burdoth as the name for their central marketplaces.

cle Feminine form of dhar. Used as a prefix to denote power.

cle-eshta [shanthic] Shanthic device that acts as a sort of energy magnifying glass.

cle-eshta

cleash Insidious creatures which infest the East Trinnu Jungle Lands and the Ice Fields of Gilthaw.

cleash capsule Small shelled chemical pod extruded by cleash through a small orifice in the abdomen. There are several types used as weapons.

cleash egg Actual egg from the cleash. The unhatched offspring turn crystalline when heated over flame. The resulting crystallized eggs are used in trade and make popular wedding gifts among humans. §

clemmisin Low slung, hairy carnivore, possibly distantly related to lothern. These large, muscular but passive creatures roam desolate lands of the Hobeh. Their thick hide can be made into armor (+1 to protective value), but it is quite expensive and difficult to obtain. The thick, stringy hair, shaved from hide before making armor, is often saved to make rope. §

clep A store or shop.

Clerbish Klade Performers (actors, singers, musicians, dancers, jugglers). Member of Cassadon Klades. CA

cletch Taxation.

clet Common name for clettip.

clettip Small plucked string instrument from Anasan.
cluslum whistle chant Music of Gloundan natives, which evolved from Sydran pearlice shrine sings.
cluster Common name for a gemcluster.
coddin Small grass thriddle hut.
Codesh'en Klade Tailors. Member of Pesade Klades. CA
coditch Corn-like staple crop of the thriddle population.
coditch-hoc Core of coditch plant. Often carved into jewelry and ornaments. CB
coghtodd Big, round, flat, slow-moving pincher bug found in Cushindell Marshes.
Cole-tish'lie [shanthic] "War of the Tribes." The Great Shanthic Wars from 3100-2100 BC. SJ
coleel Opaline gems produced only by acubon in a process they refuse to reveal to the rest of the world.
colmon Army legion commander.
com yoke Earth-tec communication device that hangs around the neck for communication while moving. ET
combatton Earth-tec combat robots designed for use against shantha during Human-Shanthic War. 400 are believed to still exist on Jorune. ET
comlink Earth-tec personal communication device. ET
condrij Hired fighter; mercenary.
construction recos Line of bio-tec creatures designed to help with construction by providing blocks, glue, or mortar, or support while the structure is in progress.
copra [shanthic] (1) "Master." (2) Isho signature, or soul, manifested in a naull orb. (3) Master of dyshas and isho. (4) Identifying mark especially placed on a challisk or on the Drenn Wall.
coprate Expert level.
corastin Large, semi-intelligent creature.
cork Small plug with genetic information. Controls development of an incupod to create a bio-tec creature ranging from bacteria to dog-like primitive animals.
cormin Red tri-stalked flower. Inedible to Terran-based creatures. Thriddle like to chew the leaves. CA
corondon Large beast with nearly inpenetrable natural armor and large, sharp thailiers (claws). Capable of throwing dyshas from ahsks on its head. Called tirictyve by ramian, techindol by crugar. Shantha make special blades from corondon thailiers.
cortex control Subtronic mechanism to provide data, decision making and program aspects for Earth-tec devices and robotics. ET
cougar Terran stock from which crugar were created. Prides run free in Temauntro as result of Human-Shanthic War.
crendor [Boru] "Home."
creshi Carnivorous fish found off northern coast of Burdoth. Used as food by most races. Often eaten pickled.
creshi skin Rough, abrasive skin of creshi fish. Used in making sandpaper, polishing cloths, and crude cloth. CB
crethin Leaves used to leech durlig to acceptable taste.
cribbard Deck of the crystal schooner where jarkis is stored and heating/cooling instruments are located. WW
crill Desert bird that allows crystal to grow into flesh of its tail for protection from isho storms or attacks.
crisp Pressed and fried jorbus mash. Most popular when spiced and served with byritt.
crith The season of winter.
croid Semi-intelligent species related to corastin.
crool [Thowtis] Hangover; craving for awthew.
crudge Protective skin of corastin and croid.
crugar Iscin's adaptation of cougar. Crugar are tawny yellow or brown; some clans have darker spots in their fur as children. Crugar are able to run on all fours and can move with the packs of Earth cougars that have roamed Jorune since their release from Iscin's lab.
crundorra Hand-held shanthic device. Humans must have a screeper to activate crundorra. Several types exist: Warp (creates permanent warp); isho (draws 20x4d6 isho to user; must be used or kerned within five minutes); evid summoning; stone crumbling (up to twenty tons in one minute); thunder; chamber digging (bores a yard-wide hole down eight yards in half an hour); isho column (keeps a region stable from changing crystal flows for up to six months). SJ
cryallice flower Very expensive, beautiful Jaspian flower with rich perfume and orchid-like appearance. CA
cryo-bin Cryogenic storage container usually found in underground Earth-tec cache sites. Used to store artifacts, machines, weapons, etc. Some were recently discovered by Khodre Allonkarb and by thriddle of Tan-Iricid. ET
cryogenics Earth-tec science of preserving an object or creature at low temperatures. ET
crystal Jorune's mantle is rich in crystal that emanates isho. Underground crystal lava flows influence the amount and type of isho in different parts of Jorune. Fist-sized and smaller crystals are thrust to the surface of the planet by geologic shifts, quakes, and volcanic eruptions. Crystals filled with isho take on the color appropriate to that type of isho; only one type of isho can be stored in a crystal at one time. Stored isho may be tapped by attempting to drain the crystal for temporary increases in power.
crystal armor Armor or clothing with clear crystal chunks worked into it to protect against isho attacks.
crystal dust Finely ground dust from hard, cold crystal. Used in measuring and predicting isho weather. SJ
crystal field Location where charged crystals can be found naturally occurring on the surface.
crystal music rod Thivin instrument with sound box and several vibrating crystals which are rubbed gently with small gum hammers to make music.
crystal of repetition Sculpted crystal that can cause an effect at a specific time each day. Three most common types: evocation of a mood or emotion; daily kerning; modified calm animal dysha that can turn bearer listless. The latter is used in shanthic healing to keep subject relaxed to rebuild energy. SJ
crystals of exit Three sculpted crystals, two held in palms of each hand and one worn around neck, that permit orbs and bolts to be launched from any part of the body. Popular as shanthic jewelry. SJ
Cushdin fabric Colloquial term for Cushindell silk. CB
Cushindell moth Nocturnal winged insect of northern marshes of Burdoth. The moth spins thread to pad its egg sacks; this thread is used to create Cushindell silk.

Cushindell silk Silk from the egg sack padding of the Cushindell moth. Used by thivin to create very fine silk cloth popular with kesht. CA

cygra (KYE-grah) More temperate, less aggressive and more sociable northern cousin of the crugar. Has long, pale fur. Cygra emerged as a distinct race from crugar during their first few generations.

dablos Small genon to provide entertainment. Propels itself with two long arms, climbing, swimming and swinging. Makes a laughing sound when chased or chasing a moving object. Easy to house train. Over the past 3500 years, wild dablos have evolved with a cough instead of a laugh and an occassional aggressive personality. ET

daij (DIEzh) Enervor fish important in the relations between Burdoth and Voligire. Daij meat is used by daijics to detect dysha use.

daijic (DIE-zhik) Originally a person who ate daij meat for insight in tracking dysha users. The term has broadened to mean anyone who actively engages in the detection of dysha use.

Dainayne Klade Cleaning services. Member of Lorgin Klades. CA

darf Carnivorous bottom crawling ocean fish which travels in schools. §

dark warp Warp which cannot be seen through. They radiate a powerful pull on everything nearby. They are rare, unstable, usually short-lived, and signify the boundary between two areas.

dark weach Weakest of the seven basic types of evid, this looks like a weach. It has stingers that inflict brain blast and stiff dyshas, both at -1 to injury. It can sting 2x3d6 times before needing to recharge. SJ

data cartridge 2 1/2" square piece of flat plastic that carries information in text, sound, and pictures for playout on a reader.

Day Colony Thantierian holiday on 1 Mullin of each year. Celebration of Thantierian ties to humans of original Earth colonies. Families bring out treasures of Earth-tec and trinkets for public display and sing their family trees, linking them to the colony. All but pure humans must spend the day and night of Day Colony outside the walls of the Thantierian city in which they may find themselves during this observance.

Day Harvest Feast day following harvest, observed on 41 Auss in most nations of Jorune.

Day Hie Heridothian holiday on 5 Auss of each year to honor Lord Hie, legendary first Sage of Heridoth. Hie is secretly claimed by the muadra because of his supposed small stature.

Day Iscin Bronth observation of the day of Iscin's death on 34 Mullin.

Day Klade Burdothian holiday on 49 Mullin of each year. Official recognition of the klades. §

Day Refugee Jaspian holiday on 18 Auss of each year. Commemorates day in 740 when Aylonis welcomed six boatloads of refugees into their homes.

Day Shandane Burdothian holiday on 66 Crith of each year. Celebration of Shandane's arrival with help for Ardoth in 3007. §

Day Tauther 1 Eris and 1 Auss each year; traditional days to begin tauther. Traditionally, parents give their children a good breakfast, 20 gemules, and directions to Gateway, by the Hall of Drenn. §

Day Terra A somber day of reflection and observance shared by the human realms of Jorune in memory of the destruction of Earth. Human and Iscin races fast during the daylight and end with a feast in celebration of their home on Jorune. Observed on 81 Auss.

dee'ahl [shanthic] Cave of crystal and stone where shantha prefer to build their homes. Also called lacoya. §

dee'osh [shanthic] Small, underground, private shanthic home or community.

deflector armor Lightweight, webbed, layered composite armor that absorbs and evenly distributes energy of blows and projectiles. Sized only to fit humans.

delse Compact sub-community of dense housing, linked to others by long, narrow roads.

deshari Favored fruit of the shantha. It grows on a small bush that prefers little light. SJ

Desti One of the seven moons of Jorune, "The Red Harbinger."

devil dog Entren term for sawotti.

dhar [shanthic] "Big"; "large"; "powerful." Used as a prefix in a name to denote power. Cle is the equivalent for women.

dhar corondon Largest of the corondon; stands up to 21' high.

dharlerrin Large plantation.

dharmac Amphibious cousin of the dharmee; also carnivorous. WW

dharmee Large, low slung carnivore of Jorune wildlands. Called choo'i by crugar.

dharmee swatter Long, hooked stick made by residents of the Sobayid. Designed to hit a dharmee on its hindquarters, its most tender spot.

dharsage "Great wise one." Ruler of a country or realm.

diagnot Piece of Earth-tec that connects to a patient and sends sensations to a receptor connected to a physician or reader, allowing him to feel the exact sensations of the patient. Sensitivity controls permit diagnosis of painful ailments without damage to the reader, but there is still danger inherent in use.

diaz'cho Edible low scale healing plant grown by ramian in Voligire for food.

diazon Plant which resembles ginseng. Used in preparation of halcen, a limilate used as a sedative. §

dichandra Amphibious creature found in rivers, swamps, marshes and bogs. Their powerful wrist knuckles can subdue an opponent, and these bones are used to make musical instruments and gambling dice.

dichandra stones Wrist bones of the swamp-dwelling dichandra, used for gambling implements and as foundations for musical instruments.

diffee quew Thriddle teaching toy: Puzzle that teaches differential equations. CA

Diomis Klade Glass blowers. Member of Pesade Klades. CA

diyorda (diyordeh, pl.) Criminal.

do-odreh Snake found in jungle lands whose lightweight hide is used for clothing much lighter than leather armor. The cloth is very expensive. Pattern on its skin is caused by a layer of quills beneath the skin that expand when the do-odreh is threatened, making it nearly impossible to swallow.

Dobren League Forces opposing Prince Khodre during Energy Weapons War: Dobren bronth, Lunderian woffen, and Maustin Caji. CB

dolcha (DOL-chah) [Chaun-tse] "Idiot."

doora [Boru] Ancient strategy game played on a wood board.

doora crafter One who makes doora sets. A respected bronth occupation.

doth [Thowtis] Male woffen.

dothobider Grazing herbivore used as a meat animal.

doul Limilate that temporarily adds 5 to a character's Color points. Used by caji when learning new dyshas.

doulsin Herb found in East Trinnu Jungle Lands used in preparation of doul.

drape crystal Sculpted crystal that permits wearer to levitate when Ebba isho is released into crystal. Worn as belt of sculpted crystals. SJ

Drawkis Order Two secret societies have used this name. Thantier originated first group shortly after Age of Monsters to insure position of pure-bred humans as dominant and "legitimate" race of Jorune. Second group has existed for only a few decades, since end of Energy Weapons War, and is dedicated to removal of crugar threat from Jorune (cygra are usually classified as crugar in minds of this hate group).

dreglamon Carnivorous creature with multiple mouths at the end of long, flexible stalks. It is slow moving and is easily camouflaged among the rock formations common to Jorune.

drenn Citizen of Burdoth.

drenn-ton Earth-tec robot which served general community good (lift, clean, carry, cook, defend). Virtually none are still functioning. ET

Drenn Wall Wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoth's drenn.

drennit One who has acquired drennship through an exceptional act or service.

droffner Genon that simulates a homing pigeon. A material can be rubbed into the folds of skin on its face, and the droffner will be able to fly to the source of the smell when released. ET

Du One of the seven moons of Jorune, "The Illuminator."

duplicator box Earth-tec device that takes a pattern object in one side and a lump of material (such as plastic) in the other and turns the raw material into a duplicate of the pattern item.

duradon Large relative of talmaron. Incapable of being trained or ridden.

durlig Food plant created by Iscin and cultivated by the Earth colony. Necessary for survival of Terran races. Durlig is found all over Jorune.

durlig planter Modified aerator used in establishing durlig field: prepares ground, plants seedlings, and treats soil to insure high survival rate for new plants.

durling Durlig cake shaped into a ring. §

dwebis Small robot designed to care for the Earth colony starcraft and later adapted for work in the cryo-bins. A dwebis is still recommended to remove items from cryo-bins without damage. ET

Dypra Religion where isho is worshipped as an abstract deity; bastardized from Sho-Caudal religion of shantha. The future is foretold with isho, life and death are encompassed by it, and weaves are miracles in the hands of the caster. CA

dysha Energy manipulation. The three forms are orbs, bolts, and body isho.

dyshic One who weaves dyshas. Usually reserved for the Iscin races.

dyte Muadra punk who cannot make a naull and who can cast only Desti dyshas. They are members of a counterculture of young, defiant muadra who have learned an underground distortion of caji disciplines.

Earth-tec Anything built by the original colony.

Ebba One of the moons of Jorune, "The Sender."

ebitra [shanthic] Shanthic form of martial arts.

echo-tec Method of communicating with sophisticated Earth-tec devices that relies on a band worn around the head to relay images and information to the user, and thoughts and commands to the device.

eckgrix Root used by woffen for punishment. It causes permanent yellow blotching of skin and hair, and deterioration of the eyes causing night blindness.

Eecroh Elite ramian shock troops, used for first attacks in Gire raids. Ramian in chiveer are often used as Eecroh. §

eels Earth-tec breathing suit (External Lung Environment Suit) that permits underwater breathing. ET

eelshon [shanthic] Group of shantha, composed of twenty-three sho copra from the seven sects, chosen to serve as a "high council" during a crisis. Last convened at height of lamorri invasion to create Eelshon She-evid. Eelshon also can mean twenty-three official shantha (similar to ten men for a Jewish minyan).

Eelshon She-evid [shanthic] Battle creature created from isho, standing more than 50 yards high and vicious. It was designed as a horrific interpretation of the invading lamorri.

eesh [shanthic] Shanthic extended family, usually twenty members. SJ

egg tin Package of preserved genon and reco corks from the original Earth colony. A single cork from an egg tin can regenerate extinct species of recos or genons. ET

Ehrmer People who inhabit Elcrellia Valley. CB

ekid Second of the seven basic evids. Looks like a floating orb with nodules on its surface. Can fire random variety of bolts and orbs at -3 to injury. Can launch 2x3d6 dyshas before needing recharging. SJ

electrostatic weapons Generic class of weapons including taser and stunner.

elip ston [shanthic] Large underground isho reservoir created by shantha long ago; a vastly powerful isho battery. Capable of releasing isho for a variety of uses (including attack of orbiting spacecraft).

ellish'ebbi [shanthic] Pools of liquid isho found deep in crust of Jorune. Used by shantha in making evids. SJ

ellishondi [shanthic] "Ancient shantha." Shantha stored in a keeper rod to accomplish some mission in the future.

emmersol Flower whose orange petals can serve as a preservative for organic material, such as corastin crudge. Thriddle like eating the petals.

enclep Place where medicine is practiced.

energy cell Earth-tec power source used by most weapons and devices from the original Earth colonies. These can be recharged in several tec-gen devices. There are three types: attack, function, and power cells.

energy repulsor armor Earth-tec armor which repulses many forms of energy, including heat, electricity and radiation. Requires a power cell to operate.

enervor Energy eater. Enervors on Jorune consume isho.

Entren Language of humans on Jorune. It evolved from English.

entris Translator or interpreter, usually affiliated with thriddle and their centers in various cities around Jorune.

epple Vine used in making thon limilate. CB

eris The season of spring.

es'wother [Thowtis] "Home."

eshta [shanthic] "Vision."

Essle Tribal people who inhabited the Essanja before traveling to Sychill by talmaron. Their descendants survive in Albah, Delbah and Saybah. CB

Etton Human religion which believes humans were placed on Jorune by deities. They believe humans were banished from Earth for using technology. They oppose use of Earth-tec; they believe use breaks sanctity of the "religious artifacts." CA

evid [shanthic] Isho construct made from liquefied crystal dust into an animal-like form, capable of specific commands programmed into its isho. Evids are used to condition isho in a region, to defend sites, or to attack enemies. There are seven basic types and other specialized ones.

fadri Thriddle teacher.

farg Enormous swamp dweller with weak eyesight and poor Tra sense. They use great club-like arms to bludgeon prey. §

field ram Earth-tec photo-sonic shock weapon.

flight vest Shanthic vest imbedded with crystals to permit personal levitation and movement in aerial isho flows. Primarily a ceremonial curiosity.

flowers in the dark Common name for nemsis. WW

flue pipe Thriddle teaching toy: Blow pipe holding sharp objects on spokes inside; used to teach harmonics. CA

force wall Earth-tec device that generates protective shield by creating wall of force in specific location.

Founding Day 1 Crith; New Year's Day for Ardoth. By tradition the day the first fishermen landed in Ardoth Bay, approximately 250 PC. §

frist [Chaun-tse] "Claw."

function cell Smaller version of power cell, limited to 50,000 joules of energy with low output. 75,000 are believed to still exist on Jorune. ET

fusion generator Earth-tec power generation system. Now rare on Jorune (but they do exist). ET

gc Abbreviation for gemcluster.

gl Abbreviation for gemlink.

gm Abbreviation for gem.

gs Abbreviation for gemstar.

gu Abbreviation for gemule.

gaaz Small, bazaar-like event. Local name for bazaar in Allidoth. §

galti ore Mineral found in Jorune's crust that brings out special properties in crystals. SJ

gapper Genon which looks like a flat snake and is designed to give its owner a strenuous workout. Defective ones will exhaust an opponent, drive him to unconsciousness, and/or drink his blood. ET

Garshk [Troffa] "Big men eat." Annual celebration among the trarch of Drail on 60 Mullin of each year. Chiefs prove themselves or are replaced during ritual battles and feasting.

gas filter Fits on a human's head and provides clean, filtered air and protection against air-borne poisons and pollutants. Requires a function cell to operate.

gashten [Thowtis] A woffen village.

Gauss Valley Associates Group of klades originating in Gauss Valley and/or following traditional trades. Mother house in Khaun Gauss, Burdoth. Some member klades: Iscin, Jahadda, Liggnie, Mooselk, Plencia, Storuli Blade, and Triwerse. CA

gauthi Cocooned insect beaded into fine rugs woven by thivin.

gauthi rug Fine rug woven by thivin from gauthi. After a few centuries the gauthi hatch from their cocoons, so rugs must be destroyed before they reach this stage.

gawdieth Limilate that permits woffen to run on all fours without discomfort.

Gee'bo'ko'ushic The scarmis language.

Gee'oooooh'po (gee-oh-oo-oh-OH-poe) [Geebo] "Please don't wet me down." §

Geebo Common name for the scarmis language.

gem Base unit of currency among major nations of Jorune. Burdothian gems are marked with laser drills. The center is completely clear of milky color and sparkles with blue, green and yellow.

gem clump Raw chunk of mined crystal preferred for making of jewelry. CB

gemcluster Unit of currency equal to 10 gems. Also called a cluster. Similar to gems in look, but the color in the center is clustered into small, bright bursts.

gemlink Unit of currency equivalent to 1/10th of a gem, or 10 gemules. Also called a link. The center is slightly milky and light blue in color.

gemstar Largest common unit of currency. Worth 100 gems. Also called a star. Completely clear except for the colorful starburst pattern that emerges radially from the center.

gemule 1/100th of a gem. Also called a yule. Well formed crystal with white, milky center.

Gendil Klade Caji orb weavers who create aerial displays for celebrations, marriages and festivals, in particular for the Shower of Light. §

Gends' Rescue Woffen holiday in the Gauss Valley, or anywhere woffen want a reason to celebrate Caji Gends and his Maustin Caji's rescue of the woffen plague victims from slaughter by crugar in 2934 PC. Celebrated on 12 Mullin. §

genon Single purpose bio-tec creature produced by incupods. Also called a reco. ET

genon flare Genon that is about six inches long. When squeezed it produces a blinding light for two minutes. It can produce this light once a day without harm. If squeezed repeatedly, it will burn for about ten minutes before dying. ET

genon light Genon that gives off a steady light for several hours a day. Can be turned off by gently stroking it to relax it. ET

genon pier Genon designed to create a structure reaching out into bodies of water. Will die if not placed in water immediately after birth. It grows very tall, remaining about 3'-10' above water. Every ten horizontal feet of growth, the pier puts down two long legs that lock to create a stone-like support. ET

gerrig Earlier version of durlig which grows wild on Jorune. Tastes worse than durlig.

giddle Fast herbivore of Lundere capable of leaping eight feet to avoid capture. A woffen delicacy.

giddyne Token necessary for entrance to the Mountain Crown of Tan-Iricid.

giggit Larval form of spirric, an insect-like creature with several distinct stages of development. Sought after by thriddle (for the intoxicating effect of the crushed larvae) and by cleash (as food).

gimlit Sweet fruit about the size of a melon. §

Ginja Klade Private yords (personal security). Member of Hudson Klades. CA

Gire (rhymes with 'fire') [Rorch-ko] (1) "Strong." (2) Ramian pirate.

gissyne The most vulgar word in Entren. A colloquialism not to be used in mixed company.

githerin "Retriever"; thief.

Githerin Klade Contract thieves. When operating through the klade, githerin have some legal protection. CA

glider Earth-tec non-powered flight device for short, downward flights.

glispeen Tree found in the Trinnu Jungles. Has thick, acidic sap that burns to the touch. §

glow moss Fairly common moss found near fresh water in intense bio-systems (i.e., forests and jungles). It produces a fairly constant light as long as it lives. The moss – and light – will die within a few hours of being pulled from its home on a rock or tree. §

Gobey One of the seven moons of Jorune, "The Protector."

Gobey/Desti Celebration every 935 days, or every two years, seven months and three days. A major celebration day of the lunar alignment. §

Gomo family snap together Thriddle teaching toy: a construction set. CA

goseen Limilate which temporarily makes males sterile. Used as male contraceptive. CB

gotey Fourth of the seven basic evids. Looks like a spider whose body is a coiled black tongue. The tongue can uncoil to 7'+, striking with great precision, doing damage as Knife. Has long, pencil-thin legs. Can also spit bolts of Desti 2x2d6 times/day. SJ

granthix Bulbous, short-legged, locust-like predatory beetle found in Cushindell Marshes and Trinnu Jungles.

grate stone Similar to a lightweight hibachi. Used for cooking and heating. CB

Great Wanderings After almost thirty years under control of the crugar in Iscin's compound, the other bio-engineered races fled west into Doben-al to seek homes. The Great Wanderings lasted for two generations. Crugar are vilified for Iscin's death and for enslaving other races afterwards.

grenn Disease brought about through contact with the locure. §

grint Cute, shy, defenseless turtle-like creature raised by thivin as cheap meat. CA

grunder Underbelly of the locure. §

gunther burger Ground beagre meat mixed with durlig and deep-fried. CA

gvintch Two meter tall gnarled bush with greenish-blue needle-like leaves. The leaves are easily dried and provide a good source of tinder for fires. WW

HPP Huge portable pile from Earth colony utilizing a slow fission source to generate power and recharge energy cells or provide power to a mobile camp. 981 are believed to still exist on Jorune. ET

hak [Chaun-tse] "Long."

hak-frist [Chaun-tse] "Long claw." Modified spear used by crugar.

Halby Klade Thombo trainers. Member of Hudson Klades. CA

halcen Limilate created from diazon plant. Used to induce limited pain blocking, tranquility and sleep; a sedative. WW

hard-sword Ramian sword crafted from rock indigenous to Voligire region.

harness system Mount system for infusers in Earth-tec. ET

harn Hairless, eyeless desert creature that builds underground labyrinths that are access to deep wells.

harvester Modified aerator which pulls durlig crop out of the ground. ET

haspill Gourd-like fruit that drops from the tree if overripe. Found in Glounda Forest, Dobre, and the Hobeh.

hawma [Chaun-tse] Crugar ritual hut. Built high, crugar must leap to gain entrance to these unusually peaceful structures. Fights are never permitted within a hawma.

herbis Frothy thriddle beverage best served with floating chunks of crust. CA

herris Jail.

Hichandricks Klade Tailors specializing in Lelligirian Cushindell silk. Member of Kipkle Klades. CA

hicho pit Stone-lined depression in the ground used for small fires. CA

hilc (hilk) Limilate which allows ingestion of Joruni plants and animals by Earth-based races.

hirgin Butterfly-like insect.

hishtin Boccord who trains others in interference skills.

Hlonistu Klade Insurance klade started by thivin, but now dominated by humans. CA

Hobra Klade Horse trainers. Member of Hudson Klades. CA

holocam Earth-tec recording device used to create moving holograms. ET

Homen The shenter spirit in woffen lore. Said to have been created by Iscin to bring good company to woffen. IR

hon [Boru] Primitive bagpipes which emit a few low tones. CA

hot-marsh weed Herb with mustardy taste grown in Simbi.

Hotha The tologran language.

hover car Earth-tec vehicle which hovers over the ground using a form of repulsion similar to power ram's. None are known to still be operational. CA

Hudson Klades Group of tightly knit klades offering services and consumer goods. Mother house in Aylon, Jasp. Some member klades: Ginja, Halby, Hobra, Kindrich, Lassiltroff, Learson, and Spallor. CA

huldrin (1) Small thriddle community. § (2) The garment district of Lelligire's bazaar. CB

I-tec Individual repair chips used in maintaining Earth-tec.

I-tec mixer Loader for introducing I-tec into a piece of Earth-tec. It consists of a large vat of "tec soup" through which M-tec will swim, gathering I-tec for later use.

ibich tree White barked tree with almost vertical branch structure. Ibich nuts are popular playthings with woffen pups, but bitter tasting if eaten. CA

ikta [Rorch-ko] "Safe camp."

illidge Place where drinks are served; a bar.

iln [shanthic] "Motion." SJ

inclep Inn.

incuhut (1) Slang for workshop of a bio-tec who deals with the public to produce recos. (2) Chain of bio-tec service centers licensed and guaranteed by the Dharsage in Burdoth. §

incupod Device bio-engineered to incubate and grow recos. Looks like a big, hairy melon.

infuser Optical and power grid system of Earth-tec equipment. ET

inner naull crystal Sculpted crystal which contains naull of a creature, usually a shantha. Those with high Color can probe the naull with simple isho questions about the creature. Most basic form of sculpted crystal. SJ

Iscin (ISS-kin) Name taken by those of learned ability, such as scientists and scholars.

Iscin Klade Scientists and researchers. Member of Gauss Valley Associates. CA

isho [shanthic] "Life"; "vitality." Isho is the ambient energy that flows from the crystals that make up Jorune's crust. It is invisible under most circumstances. There are seven basic types of isho. It can be woven by some creatures into orbs and bolts. Most Jorune natives see with isho. It permeates and flows around everything. §

isho current Large invisible river of energy created by massive underground flows of molten crystal. Isho current determines movement of skyrealms and Jaspian crystal schooners.

isho pumping Great outpouring of power from subsurface molten crystal flows through surface crystal fields. Cause behind Joruni volcanoes.

isho storm Violent outpouring of subsurface isho into the atmosphere. Interacts with ambient isho to create great rolling storm systems which can open spontaneous warps, burn living creatures with excess isho, and/or temporarily drain isho from an area.

Jahadda Klade Pharmacologists. Member of Gauss Valley Associates. CA

jampers Musical instrument like a drum or tambourine. Made with corondon skin.

Jansa Passage Klade Klade specializing in crystal dust used in Joruni funerals. The dead are sprinkled with dust to speed them on the isho wind. One of the oldest klades in Ardoth. Member of Moether Klades. CA

Jar'har Essles who remained in the Essanja and renamed themselves. Guards in Essanja are still called Jar'har. CB

jarkis Crystal structure of a Jaspian crystal schooner. §

Jaspian cure herbs Combination of herbs and a tart root from Jasp claimed to have the cure-all properties equated with snake oil. Note: Limilates sold as Jaspian cure herbs seldom contain the same ingredients twice. CB

jawm Crugar metal currency used on west coast of Temauntro. Equals 400 sawm or 20 mawk. IR

jeesa Frog-like animal which lives in fetid water. It can spray an acidic liquid that burns skin.

jer Jungle runner.

jerrid Joining.

Jerrid Days The first day of each season. Traditional days for weddings. §

jikk Thantierian flute-like instrument. CA

jorbus Orange melon with potato-like flavor. Best when mashed and fried as crisps.

Jorune The Earth name of the planet, named for its discoverer.

Jorune Bio-Tec Company with franchise to provide genetic research and lab services to the colony. Iscin was a JBT employee before he was chosen to go with the colonists.

Joruni Of Jorune. Devotee of the study of things from Jorune.

k'crikss [cleash] Large, narrowcleash ship with masts twice the ship's length in height.

kahn [Chaun-tse] "Cold."

Kastril-don Klade Lelligirian fabric and clothing importers. Member of Lorgin Klades. CA

kayedi Leafy vegetable. Favorite treat of bochigon.

kayum Red root that grows in Ailaudra. Used to make a red stain. Has a horrible bitter taste. §

kee Neuter pronoun used by thriddle to describe members of their race.

keeba Fleshy horn of the corastin.

keeper rod Crystalline rod of shanthic origin used to hold a person or creature for thousands of years. Isho essence of creature is stored in rod until rod expires or is broken. Maximum life of a filled rod is approximately 4500 years.

keether Herb which inhibits the body's to hold onto isho for up to one hour. Carried by caji as protection against isho storms. §

kef [Rorch-ko] "Nets dry."

kelva Waist-high reedy plant similar to bamboo. WW

keo'sko Herb from Trinnu Jungles favored as an intoxicant by scarmis. CA

Kerell Human religion which believes humans came to Jorune voluntarily to help shantha, but were betrayed by them. They revere Earth-tec and try to obtain and use whatever they can. A person is not considered an adult until he possesses a powerful Earth-tec item. CA

kern To expel energy in a crude form.

kerning bay Area of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.

Kesh-ton Advanced Earth-tec robots that served as judges on Earth before the starcraft left for Jorune. They were designed to look like Abraham Lincoln. The word kesht comes from the high position of these robots. Only 24 were brought to Jorune; a tiny fraction are believed to still exist. ET

kesht High citizen of Burdoth, above drenn. Highest status a citizen can attain. Feminine form is keshtia.

keshtia Feminine form of kesht.

Keshtica Yordica "Supreme Court" of Ardoth.

khan "Leader."

khaun "Great son of."

khosall [Chaun-tse] "Watchtower."

kidikyle Barnacle-like crustacean found growing on the bottom of ships and piers.

kim City council or council governing a specific district.

kim's buckle Badge of office worn on a fine yoke across the shoulders, fitted over the center of the chest (similar to old German burghurs).

kimit Council with jurisdiction over a small neighborhood. Operates under a kim.

Kindrich Klade Armorsmiths. Member of Hudson Klades. CA

Kipkle Klades Group of well-known, highly specialized klades known for quality and service. Mother house in Carissey, North Khodre. Some member klades: Astilene, Hichandricks, Letros, Shelpedy, and Shencle. CA

klade Communal child-rearing group used to train orphans or other children in a trade or profession, ranging from thieves to healers. Favored placement given to children of previous members. Similar to a guild.

klavic 5" long insect commonly found in Glounda. They do not bother larger creatures unless in their egg-laying cycle, when they will lay eggs under a host's skin. WW

Klein-Khodre Accord Agreement that ended the Energy Weapons War.

kole post-wood Wood grown in Udah and on Seld. Excellent for use in ship construction. §

kolo "Protector."

kolo shal gasha "Protector of the way."

kolovisondra "Protector of the valley."

komo drag Thriddle pull toy: Cute little corondon on wheels, to be pulled by children. CA

kree [boccord] "Worthiness", the most valued trait.

l'loshu [shanthic] "High jungle."

la [shanthic] "Place." SJ

lacoya [shanthic] Cave of crystal and stone where shantha prefer to build their homes. Also called dee'ahl. SJ

Lalbin Klade Sculptors (stone and metal). Member of Pesade Klades. CA

lamorri Alien race that came to Jorune before humans.

lamorrid Seventh and most powerful of seven basic evids. Looks like small (13' tall) version of Eelshon She-Evid. Does damage primarily with hands (as Fist +6). Can also launch orbs and bolts of Ebba and Du. SJ

lanteen sailed cutter Fast, maneuverable Burdothian sailing ship. Several of these have been outfitted with Earth-tec arms on orders from the Dharsage. CB

laser Earth-tec pulsed laser weapon.

Lassiltroff Klade Cabinet makers. Member of Hudson Klades. CA

Lathuhu [Hotha] "The Day of Landing." Tologran holiday on 5 Mullin which celebrates the tologran arrival at Sharden in 83 PC.

Launtra One of the seven moons of Jorune, "The Flow."

lawmers [Thowtis] Popular woffen garment of loose-fitting overalls.

leafed hiddo-meats Processed slices of cheap thombo meat served as fast food, steamed in pungent perpya leaves. CA

learsis Healer.

Learson Klade Corastin porters (membership exclusively corastin). Member of Hudson Klades. CA

Leathro Corastin Aides A company of the Learson Klade.

Leesh Ebeeca [shanthic] "The Dying Time." Period when humans released bio-tec virus into atmosphere and killed 99% of shanthas. SJ

leesh'ilahte [shanthic] Native spore shanthas use to make organic medicinal compounds much stronger than limilates. SJ

lelligire [Rorcho-ko] "The defeated Gire."

Lermpha Klade Limilate fabricators. Member of Lorgin Klades. CA

lerrin Farm.

Letros Klade Private yord services and training. Member of Kipkle Klades. CA

Liggnie Klade Durlig harvesters. Member of Gauss Valley Associates. CA

lih [shanthic] Naull orb.

lih-ahl [shanthic] Dysha group. SJ

limilate Drug or medication.

limrah Berry which is a favorite intoxicant of crugar.

line dust Crystal powder used to evaluate isho weather.

link Common name for a gemlink.

linryte (1) Jungle vine with deadly poisonous leaves. (2) Soothing but expensive nerve tonic made from heavily processed linryte leaves. CA

lirgin Predatory beetle found in Trinnu Jungles. It often inhabits the fur of the farg. Cleash consider lirgin juice to be an aphrodisiac; Ca-Du shantha use lirgin juice in preparating shanthic blades and thailierian armor.

lisasha Favored food root of the shantha.

lissen slate Very expensive slate used in road and building construction. Quarried in Heridoth, near Mairamin.

locator Earth-tec transponder send/receive device which serves as a beacon to aid in searches for lost equipment or vehicles. ET

locure Low, armored creature, similar to an armadillo, with claws. The natural covering can be shaped into armor called locurian grunder. §

locurian grunder Very tough form of armor capable of resisting both physical and isho attacks. §

lod Master of the lerrin. Corruption of "lord."

long-scarf Fashionable accessory made from skin of the do-odreh. §

loo-raum [Boru] "Ramian killer." Bronth warship constructed in secret in Crendor province of Dobre.

Lorgin Klades Group of klades viewed with contempt for high prices and poor services. Mother house in Thantis, Thantier. Some member klades: Aciloss, Kainayne, Kastril-don, Lermpha, Mersigh, Rutterbus, Shaedir, and Ubrissa. CA

losht pod Floating enervor plant filled with seeds and usually containing prized crystals.

Lost Children of Iscin Bronth appellation for tologra.

lothern Large, low slung pack animal. Favored by bronth.

lothern carrier Cargo harness tied to lothern back.

loya [shanthic] "Preserved." SJ

lundere [shanthic] "Land of knowledge."

lystra Person appointed by a dharsage to relegate authority throughout a region. Similar to a governor.

M.A.S. Mobile Active Suit. Earth-tec armor which has characteristics of deflector and energy repulsor armor.

M-tec Device that applies multiple I-tec to repair large Earth-tec devices.

Mah Vens Mock-shanthic name of group of about 100 muadra in Ardoth following charismatic leader Craig Pentitholl, who is suspected of using dyte punks in an extensive underground operation. CA

ma'iln Colorful food spore eaten by shantha.

mah (1) [shanthic] "Darkness"; "disturbance." (2) [Thowtis] Female woffen.

mah ashalta-ca [shanthic] "The Heart of the Darkness."

maintec Small robot from Earth colony designed to repair other robots. 90 are believed to still exist. ET

mallmis Thick paste at the bottom of rusper barrels. A favorite intoxicant for bronth.

mandare Savage grey carnivorous beast known to include artifacts, vehicles and household goods among its meals when in attack mode. It looks like a rolling lump with a long neck and teeth. Avoid mandare.

mandare malaise Casual name for vicious bacterial infection that can be caught from unclean entrails of a mandare. Wash immediately after butchering any mandare.

maplet Shanthic artifact that admits the bearer through warps and protective fields at a specific site, often a family burial chamber.

mappor Sculpted crystal held in the hand. Changes an orb when it leaves palm of caster; one orb is woven, but another sent. SJ

Mar'sey Khodre's Ardothian flagship during Energy Weapons War.

mash-macca [shanthic] "The dark lands." SJ

mathin Noxious, foul smelling concoction brewed from a variety of swamp mosses. Enjoyed by blount as an intoxicant.

matter integrator Earth-tec device that bonds two surfaces by complete molecular bonding.

Maustin Caji The original group of muadra that Caji Gends trained in dysha use. Later, the band of exiled caji from Ardoth who rampaged through Anasan, stole a ship, rampaged through Thantier, and were finally stopped by Salrough Gomo on Tan-Iricid used the same name. MC

mawk Crugar metal currency used on west coast of Temauntro. Equals 20 sawm; 20 mawk = 1 jawm. IR

mayoo [thivin] Gambling game played with cards.

meirsh Marsh runner. CA

merbian Small grazing animal from Ros Crendor now popular in Ardoth. Used for meat.

Mersigh Klade Tanners. Member of Lorgin Klades. CA

military Formal organization for career soldiers who can serve Burdoth in any location.

militia Conscript army of men and women from other occupations Burdoth drafts to help defend their local area. They receive training, knowledge and weapons.

millegon Genon related to the tilon. A gland near the creature's mouth produces an antidote to the tilon's adhesive, which can be handy for mistakes. ET

Moether Klades Group of klades with mother house in Ardoth. Some member klades: Jansa Passage, Moether Rug and Silk, and Shamm. CA

Moether Rug and Silk Klade Independent thivin weavers. Affiliated with Shamm Klade and other weaving klades. Member of Moether Klades. CA

moitre tar Cheap tar that pools up in Glounda Forest. Used in cheap construction. CA

moons The seven satellites of Jorune: Desti, Du, Ebba, Gobey, Launtra, Shal, and Tra.

Jorune and moons

Mooselk Klade Feeders (provide animal feeds). Member of Gauss Valley Associates. CA

mother house Central organizing location for a klade. Most often the site of the klade's founding.

Mow-Caw [Chaun-tse] The anti-human. Alternate name for Bomoveris. CA

mowga Wild plant with broad, shallow root structures found throughout Temauntro and parts of neighboring lands. Mature roots are eaten raw as a staple food by crugar and cygra.

muad Muadra without the ability and/or the knowledge to kern or use dyshas.

muadra Mutant human race gifted with abilities of isho manipulation.

mullin The season of summer.

Mundell Recent (about one hundred-year-old) religion that sees the world in shades of good and evil. Humans, Iscin races, mutants, and some shantha are good or neutral. Ramian, scarmis, and cleash are evil and must be destroyed. CA

N-Clyde Cork to produce bio-tec organisms and bacteria, but not creatures. ET

N-pile Neutrino capture converter from the Earth colony. Very small, steady generators built underground. 1590 are believed to still exist on Jorune. ET

nam [shanthic] "Floating"; "levitating."

Nam-An-Atra [shanthic] "Floating Stone of Lights"; also called "The Mooning Stone." Large crystal sphere, located in Bolpey Kerning Bay, which levitates and shoots out orbiting orbs of isho when kerned into. CA

nanker Thriddle teaching toy: Wobble-wheeled toy pushed back and forth between players, taking different routes with each push. CA

naull Reflection of the brain's interaction with isho. Orb a caji creates to display his or her copra. Sometimes used interchangeably with copra.

naull crystal Crystal used by shanthic children to begin creating a naull. Humans can use naull crystals to show their own modest naulls.

nemsis Black algae colony which floats on brackish water. It waits for a creature to go through it, attaches itself like a leech, and dissolves the creature or a limb. WW

Ninindrue Plague Slayings Crugar slaughter of helpless woffen at the village of Ninindrue.

Nirfer Klade Bridge building klade most often contracting with governments. CA

ood [Boru] Bronth subterranean home or den.

odillid Sixth of the seven basic evids. Huge, floating shanthic-looking mouth. It flies at high speed, shooting orbs and bolts at +1d6 to injury. Can also bite at +4 to injury. Can launch 6x3d6 dyshas before needing to be recharged. SJ

orb Most common form of dysha. Sphere projected from palm of the hand, ranging in size from 1" (ping) to 5' (crater) across. A naull is an orb about 1' across.

orb crystal Rechargeable sculpted crystal that can discharge one type of orb or bolt. SJ

Oriem Klade Cream (candy) makers. Member of Cassadon Klades. CA

P-pile Passive collector generators from the Earth colony that turn sunlight into electricity. 86 are believed to still exist on Jorune. ET

P-ton Earth-tec robots designed to lay power lines between colony settlements. 3200 are believed to still exist on Jorune. ET

Palandrinth Klade Lighthouse klade. CA

parthage A wine from Miedrinth. §

pawm [Chaun-tse] Crugar clan, usually eight to fifteen families.

pearlice shrine sings Music form of Sydra. §

perpya Spicy herb whose leaves make hot chil powder.

Pesade Klades Group of klades offering variety of services and consumer goods; often compete with Lorgin Klades. Mother house in Dowsen, Heridoth. Some member klades: Aggum, Codesh'en, Diomis, Lalbin, Sonra Tey, and Untina. CA

pevlar gloves Insulating gloves from the Earth colony, extending over the elbows. For reaching into cryo-bins. ET

pib [Chaun-Tse] "Mouth."

pibber Small, harmless rodent-like creature often taken as a pet. Capable of exposing fangs and claws if frightened or driven to panic (see thist).

pichi Hot spice root from the island of Do'soi. §

pihl berry Fruit used to make sarla dark wine in S'nabla. §

pillit Gland in chin of the thombo, used as an ingredient in binkers hamn. CA

playnut Round, smooth ibich nut used by woffen pups as a marble or for playing catch.

Plencia Klade Oldest food preparation klade in the Gauss Valley. Member of Gauss Valley Associates. §

Pluran Very old, monotheistic religion that worships a god who intended only pure humans to survive on Jorune. Religion of most humans in Thantier. CA

ponteer [Rorch-ko] "The narrow land."

porta source Transportable generator equal to 25 power cells. Can be used directly or to recharge energy cells at the rate of one cell every two seconds. 550 are believed to still exist on Jorune. ET

porter's faint Disease common in damp areas in Essanja. Noxious gases with faint rusty smell cause a person to lose consciousness on the street. Common to Essanjan stevedores, porters and laborers. Essanjans associate the disease with presence of shanthic demons and refuse to offer aid to a fallen person. CB

power cell Small unit, about the size of a D-cell on today's Earth, capable of producing 500,000 joules of energy. 10,000 are believed to still exist on Jorune.

power clip Holds ten power cells and attaches to grip of most energy weapons. Permits fast loading and reloading during combat.

power harness Strength-enhancing framework designed to fit an average human. Gives +3 Strength, -2 Advantage, -7 Speed. 12 hour limit on use. ET

power torch Laser torch capable of cutting through almost any material. Used to engrave challisks.

pulsar Earth-tec laser weapon.

punger Climbing insect from Cushindell Marshes that packs a powerful bite.

querrid One who gathers information for money, usually for thriddle.

qui'chum Wild plant from Sillipus. Cleash use it to make a lubricant which quiets the noise of their joints.

quidillium Plastic-producing bacterium from Earth colony which survived in the wild, creating sheets of plastic on small ponds. Has been transplanted to Ardoth, where indoor pools duplicate swamp conditions to create growing supply of sheet plastic used for rainwear and uncomfortable, but waterproof, clothing. §

quisys The solution in which quidillium is grown. §

ramian Tall, blue-skinned warrior race distantly related to lamorri and probable progenitors to thivin. Only thriddle and other ramian can determine sex of an individual ramian. Ramian are subject to chiveer.

re'owla [Chaun-tse] Flat crugar flute.

reader Earth-tec device designed to display or play text, audio or video from a data cartridge. About the size of a standard sheet of paper and 3/4" thick. Has no screen, just a flat, composite surface framed with thumb-sized depressions that serve as controls.

receptor Molded receiving niche for a maplet.

reco These advanced genons are artificial life forms from the original colony's science of bio-tec. They are short-lived (anywhere from a few hours to a few years) animals that are genetically designed by an Iscin to fill a specific function. Recos hatch from incupods and are created by programming a cork and placing it into the incupod. Untended patches of incupods in the wild may produce a variety of recos with a variety of defects. Wild recos may include floaters, screamers, biters, suckers and head chompers, and/or properly formed recos. §

Reco A Dog-sized creature with four legs and two forward arms, balanced with a long thick tail. Quite intelli-

gent, capable of ranging ahead when walking through woodland or jungle. ET

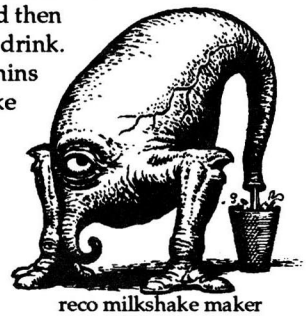
Reco B Virtually identical to Reco A, but with less independence for the traveller who does not want his reco running off without him. ET

reco bridge Reco which grows vertically to a height of five yards and then tips over. The bridge created is very solid and can support a thousand pounds of weight if both ends are supported. The reco dies a few days after transforming.

reco crystal digger Specialized reco digger.

reco digger Reco bred to dig for water, minerals, etc.

reco milkshake maker Experimental reco which soaks up water and then squirts out a thick foamy drink. The drink is high in vitamins and calories, but tastes like Play-Do™. Some are being adapted to provide other liquids.



reco milkshake maker

reco rejuvenator Reco which can stabilize a creature in critical condition. Injects a long appendage down the throat of the injured individual.

reco volunteer Reco bred to draw enemy fire in combat or possible ambush situations.

reco waterlung Reco used to permit underwater exploration for up to three hours. Reco fits itself over mouth and nose of diver and provides fresh and recirculated air.

reen [Boru] "Sorrow."

reener Child's game of "run with the ball." CA

reflector armor Earth-tec defense against Earth-tec weapons.

rehav Tec-ton that harvests trees and plants new ones. 240 are believed to still exist on Jorune. ET

ren Food moss grown on shanthic cave walls.

Replikins Kinderpods Reco research and service company with contract to provide lab and start-up services to the Earth colony. Original creators of incupods; famed for superior incupods.

repulped One-man Earth-tec flying platform. Maximum speed 60 MPH; 1 hour of operation. Only a few dozen are known to exist. ET

rethis Bio-tec creature created by busks when an incupod patch is endangered. It is a marsupial-type creature that exists only to transplant incupods from one area to another. It lives only a few days. ET

rimeen Limilate which reduces Color characteristic and Moon skills by 15 for one day.

rinis Human symbolic medallion of battle awarded by a lystra or dharsage.

Ris Aris [Boru] Bronth day of observation of Iscin and preparation for his return. On this day (40 Eris), bronth avoid the other races and do no work.

rocket pack Earth-tec device permitting travel at 50 MPH for up to 45 minutes. ET

rooseh [Thowtis] "Searcher"; "sailor."

Rorch-ko The ramian language.

ros [Boru] "Original"; "first."

rothis-mats Popular mixture of durlig pulp and sallsa, served as long crispy fritters. CA

rowah grass Native grass which slowly raises temperature of objects resting on it, either cooking them or forcing them to move.

ru-baht [Boru] Larger bronth group, usually up to one hundred bahts.

Rurvi Tchorco [Rorch-ko] Motto of the ramian: "Powerful silence."

rusper A common drink, like ale.

rusper-hum Rusper addict; drunk. CA

russip root Underground growth that is the basis for brewing rusper.

Rutterbus Klade Food service (caterers). Member of Lorgin Klades. CA

SER system Subtronic communication (signal emanation/reception) device about 1cm long, designed for large devices where harness systems would be impractical.

S-pile Smaller version of the HPP power generator from the original Earth colonies. 1300 are believed to still exist on Jorune. ET

sage Person appointed by a dharsage who relegates authority throughout a province. First documented in use in the Sobayid Fragment, dated c. 350 PC.

sah Neck gland of the croid, the creature's most vulnerable spot.

salibe Salu who has given up his ability to be a permanent dweller in water because of his interest in or obsession with humans and related races on the land. They are pitied by their own race, but appreciated as emissaries to the dry world.

salkid Fifth of the seven basic evids. Enormous and tentacled, with a huge vertical slit for a mouth. Tentacles hit as Staff plus lightning blast. Mouth hits as Bite +3. Can launch any variety of dyshas 3x4d6 times between recharging. SJ

sallay [Rorch-ko] "Hot windy cove."

Sallecia Salu chausis which brought energy weapons to Prince Khodre from the rediscovered Earth-tec cache in 3437 PC.

sallsa Large, flat, rippler fish found off Saybah Peninsula. Must be cleaned (leeching out toxins) before being eaten. CB

salu Salt water aquatic race mutated from humans.

salu chausis Common name given to chausis.

sankinslan Flat, leathery native reptile from Dobre. CA

Sanster Milder version of Etton religion. Allows use of Earth-tec. Weekly tithes are collected from members; money is used to support Earth-tec search expeditions. CA

sarceen (SAR-keen) Shanthic device for storing and transmittting information. A teaching machine for isho. SJ

sarceen

Sargus pile Earth colony station (Super conducting Remote GroUnd Source) for receiving and distributing power to a small settlement. ET

sarla Dark wine from S'nabla, made from pihl berries. §

sawm Base unit of crugar metal currency used on west coast of Temauntro. 20 sawm = 1 mawk; 400 sawm = 1 jawm. IR

sawott [Thowtis] "Punishment." Woffen punishment of marking and nipping at a wrongdoer. The right ear will be cut and when it has healed, the punishment is said to be over.

sawotti [Thowtis] "Exile." Woffen criminal who has been exiled from Lundere or Anasan. They are forced to eat eckgrix root to make them easily recognizable.

Scanchi Tologran form of the Iscin religion.

scangrid Earth-tec device that can detect living creatures and other Earth-tec devices. ET

scarmis Servant race of the cleash.

scash Small cave salamander. A delicacy of Ca-Desti shantha. SJ

scedri cloth Medical tunic soaked in arrigish which speeds healing as the limilate does.

Schaedir Klade Paper makers. Member of Lorgin Klades. CA

Scolian rusper Particularly fine type of rusper from the city of Scolia.

scope Earth-tec telescopic sight for improving aim with pistols, rifles, or turret weapons. ET

scrade Carnivorous creature that lives in underground holes or hangs from trees waiting to attack. They have exoskeletons and produce an abundance of ichor when killed. Also called wasto.

scragger Carnivorous animal common to the Trinnu Jungles. Often called "teeth on feet", these little carnivores move in groups and will attack almost anything. They weigh about 30 pounds but can double their weight gorging on prey. During the time after a big kill, scragger are very vulnerable.

screeper Shanthic device which reads shanthic text aloud, including the isho. SJ

sculpted crystal Crystal modified to perform complex functions. Types include crystal of repetition, crystals of exit, drape crystal, inner naull crystal, mappor, and orb crystal. SJ

season Joruni seasons are marked by the 81-day rotation of the moon Du. Each season is informally subdivided into two months by the 40.5 day rotation of the moon Shal. The seasons are crith (winter), eris (spring), mullin (summer), and auss (autumn).

seco-ton Human-sized delivery robots from the Earth colony, useful for many tasks and capable of maintaining a speed of 40 MPH on level ground. 30 are believed to still exist on Jorune. ET

serrl Limilate made from a root similar to arrigeh. It ends discomfort brought on by airsickness.

servareen bar Self-serve restaurant in Ardoth. CA

Seytra Sect of muadra who are rumored to run a secret training camp in western Doben-al.

sha [shanthic] "Who we are" (i.e., the shanthic race). SJ

shadow block Small, kim-controlled facility for private parties and group gatherings in Thanes.

Shal One of the seven moons of Jorune, "Keeper of the Ancient Order."

shambo [thivin] Gambling game popular with woffen.

Shamm Klade Growers of birl stranded grass for Cushindell silk production. Has ties to several weaving klades. Member of Moether Klades. CA

shantha Original dominant race of Jorune.

shanthic blade Ancestral shanthic weapon crafted from the thailiers of corondon. In the game, shanthic blades offer bonuses to damage.

sharley Cheap food grain unappealing to humans, but common food for thivin. CA

shast One who serves drinks in a shenter or other illidge.

Shatwire Klade Ardothian perfume and oil klade in Manser prior to being relocated to Klade Bay in 3366. CA

she [shanthic] Isho equivalent of dhar: great, powerful isho.

sheerl [Chaun-tse] "Sweet-tasting water."

Shelp Klade Furniture carvers (including furniture for Dharsage's palace). Member of Cassadon Klades. CA

Shelpedy Klade Candymakers (creams; competes with Oriem). Member of Kipkle Klades. CA

Shelt Klade Sail makers. Member of Bohod Klades. CA

Shencle Klade Clock makers. Member of Kipkle Klades. CA

shenter Place where woffen relax, drink, and brag. Usually built partially underground or to resemble a cavern.

sherja Gladiator; thike fighter.

sherrids Claws of the scrade.

shirm-eh Root found in temperate zones on Jorune. Ramian do not heal from injury or disease unless they eat shirm-eh. Not commonly available in Voligire.

shissic Old term to describe killing of an enemy of human societies. Used only by fanatical patriots.

sho [shanthic] "Teacher"; "alone."

Sho-Caudal [shanthic] "Vast fluid body." Isho religion as practiced by shantha.

sho-sen Common name for the isho wind.

sholari [shanthic] (1) Shanthic high priest; (2) Guide; (3) Title of the referee for *SkyRealms of Jorune* .

Shouket Ardothian society of "sky watchers." Astronomer Iscins, affiliated with Yetherca, who believe Ardoth is in danger. CA

Shoukt Klade Vintners and winemakers. Member of Bohod Klades. CA

Shower of Light Holiday in Ardoth commemorating the visual display created when caji cast orbs into the sky in 3215 and were answered by a display of meteors. Usually celebrated on 33 Crith with displays from the Gendil Klade of orb weavers. §

shyee [shanthic] The isholess state; the shanthic concept of death. §

sight light Earth-tec projector that illuminates a target in visible or ultraviolet light.

signature Isho vibratory pattern, at high end of isho spectrum, created by a living creature.

simra cloth Fabric made from fibers of simvra-vintch.

simra-vintch Plant similar to vintch. Fibers can be used for inexpensive, undyed clothing. §

sirra sloth Large, heavy, tree-dwelling creature capable of masking its isho signature. May feed on tarro pups. It makes a yawning sound; if someone yawns in presence of a tarro, it may provoke a prolonged outburst of screeching.

siswidill Purple parasitic worm found in fur of unkempt woffen. Most woffen clean themselves regularly to avoid this pest.

siv-eston Tologran engraving that carries a personal representation of the Six Principles of Scanchi. A rubbing on paper of the siv-eston is accepted through-

out Sharden as the mark of an honored guest (functioning as a sort of visa). IR

skyrealm Section of land that has torn free of surrounding land because of a buildup of isho-laden molten crystals. Skyrealms may levitate over the spot where they were born, causing permanent shade on the land beneath; follow specific routes over land and sea; or be moved in a controlled course by expert manipulation of isho.

slab ammo Flat metal material melted and propelled from an Earth-tec blaster weapon.

sladregs Specialized reco from the Earth colony designed to eat mold and other growths from P-piles. ET

slutch Large omnivore protected by a shell resembling a turban. The shells are popular for fine arts. These creatures need to be near water.

Sobayid Fragment, the Handwritten 10-page document on rough paper home-made from simra-vintch. It seems to be a log of humans attempting to cross the Dobenal desert, telling of encounters with thriddle and the birth of monsters after the Great Alignment. The document has been preserved by the thriddle and was presented to Khodre Dhardrenn as a token of Tan-Iricid's good intentions toward Burdoth in 3465, on the death of Khodre Allonkarb.

sogger pie Local delicacy favored by tribal groups in Glounda Forest. Made from fragrant Gloundan swamp roots from the edge of Lake Elgry and the foam created by taking jeesa from their fetid waters and placing them in clean running water. The smell frightens most people, but Gloundans love it.

sonic blade Earth-tec cutting tool which uses a projected microsonic field to disrupt molecules of the item being cut. +2 penetration, +2 injury. ET

Sonra Tey Klade Sea merchants. Member of Pesade Klades. CA

soor [Rorch-ko] "Trusted one."

sorevine Female lothern. Often used as a riding animal for children. CA

soundcam Earth-tec sound recorder used like a tape recorder.

Spallor Klade Bladesmiths. Member of Hudson Klades. CA

speeling Method by which corastin handle itchy feet: They trample on beagre and mash their toes through the beagres' entrails.

spillij Cheap alcoholic drink made from fermented squeezings of spoji root. First brewed in Rhodu, but most popular with non-woffen sailors.

spiral vine Native flowering vine which became a symbiant with Earth cotton plants and provided them with additional nutrients, permitting them to survive. §

spirric Adult form of the giggit larva.

spoji [Thowtis] Root of the spol plant.

spol [Thowtis] Common plant found in most wet soils, particularly those with mixed salt and fresh water pools along the coast.

squam Fruit from Trinnu Jungle with sweet, berry-like juice. Makes a popular non-alcoholic beverage.

Stanring [Triddis] A regrettable statement, named for Stanra So-Gomo, the querrid who let slip information to Khodre Dhardrenn about the thriddle's early unrevealed discovery of Earth-tec caches during the Energy Weapons War. CA

star Common name for a gemstar.

stig Blue, mosquito-like, blood-sucking, flying insect common in moist areas, including marshes, rivers, water-bearing skyrealms, and lakes.

stimmer vine South Khodren thorny vine used to separate land and keep crugar from entering territory. Mimics look and feel of barbed wire. CA

Stoch Acurr [Chaun-tse] "Sacred scrolls." The journals from Iscin's last days, which crugar believe will exonerate them by substantiating the existence of Bomoveris, whom the other Iscin races do not believe had anything to do with Iscin's death. CA

stoma [Thowtis] Anti-hangover limilate for woffen.

stomeh [Thowtis] Favored ale of woffen. Those trying to abstain will often notch their left ear.

Storuli Blade Klade Blademakers. One of the older Gauss Valley Associates. CA

strip Plastic organizer used to control M-tec and I-tec repair equipment.

stunner Earth-tec electrostatic shock weapon.

sub-meson pile Underwater power generation unit from the Earth colony using seawater as a power source and coolant. Some sub-meson piles still function offshore. 6 are believed to still exist on Jorune. ET

subtronics Earth-tec technology of creating circuits on a molecular level. These look like small globs of plastic with fiber-optic tendrils. They create objects from 5mm to 2cm long. ET

surveyor Mutliple-limbed walking tec-ton. Designed for map making and large construction project assistance. 60 are believed to still exist on Jorune. ET

swallic Native vegetable with hard, crunchy exterior and soft, mushy center. Served deep fried. CA

symer Long, flat genon that is dormant until thrown into water, when it activates, frantically seeks small fish, then inflates with air and drags its catch to shore. ET

synth 3-D holographic Earth-tec sound generator. Very rare.

TJ Cleash capsule: "Throw-explode Junior." ET

T-pile Tidal energy center from the Earth colony using the power of waves to produce electricity. Some have been lost because of changes in shoreline over past 3500 years. 3 are believed to still exist on Jorune. ET

talmaron Flying beast often trained to carry riders. Has no eyes and is dependent on Tra sense. Will not fly if it senses an isho storm approaching.

talumara Large, thorny floating plant with a crystal center.

tanker bin Accommodations maintained for salu and abucon visitors to the drier climes, such as at The Shen at Ardoth.

tarro Small multi-armed creature with a powerful "screech" that can frighten – or at least annoy – anyone approaching it. Primary species include pocket tarro (small breed favored as pets by most civilized countries), regular tarro (trained by bronth for hunting and occasionally used as a watchdog), Borkelby tarro (the largest at about 40 pounds; tend to be shy and prefer to avoid conflict), and stiff-backed tarro (chimpazee-sized wild tarro with stiff bristles on its back).

tarro jerky Seasoned strips of tarro meat. Popular with Gloundan condrij. CB

taser Weapon that delivers electric shock to target with wires. ET

Tauch-kie [Chaun-tse] Crugar warrior. Usually associated with religious position in crugar society.

tauther Person who has declared his desire to become drenn and started the process of tothis with a challisk from the Hall of Drenn.

tec soup Canned, pre-mixed ingredients for making I-tec.

tec-gen Earth-tec device for recharging energy cells.

tec-rope Collapsible rope capable of carrying heavy loads.

tec-ton Earth-tec robot. These were widely used during the early days of the colony, but over the past 3500 years most have ceased to function or have been lost to damage from ignorance or accidents.

techindol [Chaun-tse] "Lanced killer." Crugar name for corondon.

techindol pib [Chaun-Tse] "Corondon mouth." Crugar insult: big mouth; one who is always spouting off.

temauntro [Chaun-tse] "Large land."

Temauntro poison hole Stagnant water pond found outside Temauntro.

tenter-shines Musical horns made of brynk hardwood.

thailier Corondon claw. Used to make shanthic blades.

thailierian armor Armor made from the thick skin of the corondon.

thikes Wrist-bound blades used in arena fighting.

thist Pibber retain claws (thists) and fangs from their predatory past, but they remeain sheathed unless released by an adrenal dump, caused by a pibber becoming exceptionally excited, frightened or panicked. The manic unsheathing and use of these biological weapons is called thisting.

thivin Race of musicians and traders. Mutated from ramian.

thivin's five Four of a thing, referring to thivin abilities to do a spectacular trade.

Tholeds In woffen lore, superheroes (perhaps mythical) of Ninindrue Plague Slayings, who killed crugar with single sword swings. IR

thombo Surefooted riding creature that can carry heavy payloads and is capable of maintaining a good speed. Must be dismounted for combat because of skittishness. Considered too common to have names.

thomboc Thombo trainer; cowboy.

thon Limilate that adds 5 to a character's Strength for three hours. Overuse can cause addiction and death.

thone Non-purebred human. Insult used in Thantier against any Iscin or mutant race.

thooh'sa [lamorri] Lamorri pyramidal structures. One, at Ro-Obiss, is revered by boccord of Ros Crendor.

thosk Isho cannon designed by the shantha for use in religious isho displays. Later adapted for use in warfare against the lamorri.

Thowtis The woffen language.

Threshold Unlimited Company which marketed diagnot.

thriddle Language masters of Jorune. These stalk-eyed intelligent creatures gather information and artifacts, and serve as negotiators and teachers for most nations. They know many things the average person does not even suspect.

Thriddle Language Complex The strange grammar and complex structure of Triddis can carry over to the speaker's own langauge, usually causing subject and verb to appear in strange places in long sentences.

throw explode Earth-tec sonic grenade. ET

tilon Genon resembling a large, fat worm that produces a mortar-type substance that can be used in primitive construction. ET

tip-tie Used to fasten bottom of challisk to belt or other article of clothing to prevent challisk from flopping around in an undignified manner.

tirictyve (teer-IK-teev) [Rorch-ko] "Devil's guide." Ramian name for dhar corondon.

tithen root Plant that tastes bad but which holds water. Good for emergencies.

tivis [Rorch-ko] Festive "days of trade" when thivin come to town with goods for sale. §

tla-bro [Boru] Crystal similar to a naull crystal which can be used by bronth over several decades to learn isho skills in Desti and Ebba groups. Certain individuals can also use it to learn Launtra to some degree. WW

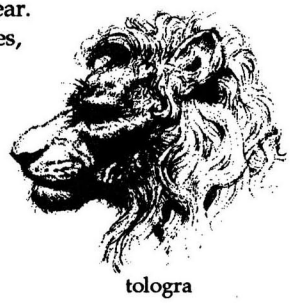
tla-tlic Long, narrow spine-fish found off of Sychill's coast.

tlesk [shanthic] "Metal."

toh [Boru] "Day."

toh reen [Boru] "Day of Sorrow." Commemoration of bronth civil wars. There are eleven observed by the bronth during the Joruni year.

tologra Last of Iscin's created races, based on Earth lions.


tologra

toor [Chaun-tse] "Trade"; "commerce."

tootle Edible worm grilled and eaten in towns and cities outside Cushindell Marshes. §

toth Resident non-citizen of Burdoth.

tothis Period of Burdothian citizenship application.

tothy Poor grade of arrigish limilate. The effects do not last long, but it is cheap and readily available in Ardoth.

tower shield Tall, standing personal shield with -3 to Advantage. CB

towma [Chaun-tse] Soft crugar horn which sounds like a crugar singing. CA

Tra One of the seven moons of Jorune, "The Warp Maker."

Tra sense Perception based on ambient isho radiating from objects and creatures.

trail blazer Earth-tec robot designed to blaze roadways through hostile land. They stand 20' high and are equipped with several lasers and diamond-tipped cutting tools. 1600 are believed to exist on Jorune. ET

Tran'Haddan Set of twelve books containing accumulated knowledge and wisdom of boccord, including remnants of Earth colony lore, story of Mayatrish (primary figure of their social reverence), story of thooh'sa at Ro-Obiss, ancient lamorri history (source is shrouded in mystery), and dictates of honor that define boccord society. CA

translator Earth-tec device programmed to translate shanthic, croid, Triddis, and Rorch-ko into pure English.

trarch Human mutation, blue skinned and bestial, found in great numbers in Drail.

trasca Third of the seven basic evids. Looks like yard-long crystalline stick. Normally hovers in the air, occasionally spinning. Attack is by striking, occasionally accompanied by a power orb blast. SJ

trevice fern A plant with poisonous leaves. §

trid node Thriddle "nose", located to the rear of the creature.

Triddis The thriddle language.

Trinnu beagre trap Large, semi-intelligent mobile plant that catches beagre by freezing in one position and leaving its three flower-like mouths exposed at ground level. A sickly sweet odor from the mouths attract beagre, who are caught by powerful contractions from the mouth they walk into and are finished off as the other two mouths close around them. SJ

tristy Thriddle eye stalk.

Triwerse Klade Cobblers. Member of Gauss Valley Associates. CA

Troffa The trarch language.

TRoJaX Trojillian hexaflouride (trade name TRoJaX) induces rapid formation of corks from any bio-tec creature, reducing creature's lifespan to 10% of normal, but increasing normal cork production by a minimum of 400%. ET

trolight Red and black orbs surrounding shanthic homes. SJ

tullidge Stalk plant used for an excellent sugar.

tullidge stalk cream Type of sweet Oriem cream candy. CA

tumbernaw Thick growth vine which creates several layers. A favored nesting ground for duradon. The red berries are poisonous, but pibber can eat them.

tuttle spin Thriddle teaching toy: top that teaches motion and energy conversions. CA

tylight Green and blue orbs surrounding shanthic homes. SJ

Ubrissa Klade Groomers (hair, nails, clothiers). Member of Lorgin Klades. CA

Untina Klade Perfumers. Member of Pesade Klades. CA

unweave To dismantle an orb or bolt.

Vanda's Talons [Sobayid/Doben-al] Nickname for a unit of the Burdothian military known for its prowess in fighting crugar. §

Victory Day 15 Eris. Celebration in Gauss Valley of defeat of crugar in 2935. Gifts are exchanged. §

ViDrox Cork to create bio-tec creature that takes the form of a specific object. ET

viewers Enhanced Earth-tec binoculars.

vintch Large cabbage-like plant that closes its leaves during the night. Vintch can serve as safe havens for travellers at night.

vinteer [Rorch-ko] "The birthing land."

vodra Airborne, four-tentacled native of Gilthaw ice fields. Grows up to three yards across with muscular tentacles hanging for yards down from main body. Beak on underside tears food drawn up by tentacles. Vodra carry crystals within their bodies that allow them to use isho wind for flight.

voligire [Rorch-ko] "Strong home."

vosule [Rorch-ko] "Cold water."

warp Connection between two points on Jorune. Warps are created in warp cells. A warp created in one place will always go to the same destination. Warps will not open in event of severe differences in isho weather.

warp cell Geographic area where all opened warps relate to a similar area of a distant location.

warp gradient Complex mathematical reading of relation of a single point to isho conditions of the matching point at other end of any potential warp from origin point.

warp slamming Emergency shutting of a warp to prevent passage.

warp stabilization Ability to sustain a faltering warp.

Warp Walker See Eelshon She-evid.

wasto Common name for scrade; an insult.

Way of Gends System of quasi-religious mysticism that surrounds the training of muadra in the use of isho. Calls for responsibility, community service and personal discipline.

weach Flying, eyeless, blood-sucking creature common to swamps, marshes, jungles, and other moist lands. May lay eggs in losht pods. SJ

weach

white mandare Toothless, but just as dangerous, version of the mandare.

wholl [Thowtis] Woffen drink which is vile to non-woffen.

whosin [thivin] String instrument similar to a violin.

willage [Chaun-tse] Collection of crugar pawms.

woffen Iscin-created race of intelligent, bipedal wolves.

wolf Terran stock from which woffen were created. Packs still run free in the wildlands of Jorune.

wooc [Thowtis] Woffen bread.

wug [Thowtis] Blood-based gravy that is a favorite of woffen.

wurs Foot-long snake favored as food by Borkelbey tarro and – when roasted over an open fire – by travellers.

wuth doo (WOOTH doo) [Boru] Place to relieve oneself; a toilet. §

wuth-doo (whooth-DOO) [Boru] Parklike area where games are played. Designed for enjoyment and relaxation.

Yampher Klade Sail menders (works with Shelt Klade). Member of Bohod Klades. CA

Yetherca Ardothian School of the Ancient City, located in Nemain. This school teaches a conflicting version of Ardothian history as compared to the official state version. It is more accurate in some ways, including some lamorri connections to pre-history Ardoth. CA

yiordeh Private investigator.

yobreh [Thowtis] "Celebration grounds."

yord Local patrol; the police.

yordeh Lawyer.

yordig Law.

yordin Captain of yords, usually commanding eight to twelve yords.

yorliss (yorlissen, pl.) Judge.

yule Common name for a gemule.

GAZETTEER

Accaptas Mountains Range in Burdoth separating the Essanja from the rest of Ardis.

Achk Port city in Temauntro. IR

Agis River Water system running the length of the Gauss Valley, emptying at Salam'arine. §

Ah Kahn Cygran settlement in northern Temauntro.

Ah Toor Cygran settlement in northern Temauntro.

Ailaudra City on Elluce River in Lusail province of Burdoth. §

Albah Essle city on tip of Saybah Peninsula.

Ald Neighborhood of fine incleps, restaurants, and banking services in Old City District of Ardoth.

Allidoth City on Burdoth's east coast with excellent stone quarries. §

Alligre Forest Forest in Ellih district of Heridoth. §

Alsyla Bay Bay off coast of Ardis and Lusail, where Lusail River flows out to sea. §

Anamber Area in Lelsh neighborhood of Ardoth. Has most beautiful and expensive housing outside of Citadel.

Anasan Woffen realm on the peninsula south of East Trinnu Jungle Lands. A stable warp connects Anasan to the primary woffen realm of Lundere. Its location is a secret, although some non-woffen have been allowed to pass through.

Ardis Province of Burdoth surrounding the capital of Ardoth. Encompasses Sychill and the Essanja.

Ardoth First true human city. Now the capital of Burdoth and location of the Drenn Wall. Populated by all races of Jorune, either as residents or as emissaries of other governments. §

Ardoth Bay Bay on which Ardoth is located. An arm of the Essajean Sea.

Ardothian Bazaar Central marketplace in the old section of Ardoth. Called the Claysis.

Arkin Lively trading neighborhood of Shandane District of Ardoth. Thivin created a cutthroat retail atmosphere and the public benefits. Comprised of Laprendell, Persis, Tocour, and Wolton areas.

Ash-shen Sea Sea to southwest of Anasan and southeast of West Trinnu Jungle Lands.

Assydre Bay Bay of northern Burdoth. Site of S'nabla, Scolia and Sydra.

Assydre Sea Particularly rough sea bordering Burdoth's north coast. Difficult to travel because of isho storms, violent weather and swift currents.

Auklin City on western edge of Lake Dau-uh-dey in South Khodre. Vortex of human scum in the Khodres. CB

Austin Area in Vintch neighborhood of Ardoth.

Aycra Cooperative Jaspian-cygran port settlement in northern Temauntro.

Aylon (1) Capital of Jasp; home of merchant and exploration fleets; home port for crystal schooners. (2) Old city fortress of Jasp in a deep fjord of Dowseh Bay.

Aylon Strait Water that separates mainland Jasp from large island of Jasa.

Ayns Mountains Branch of Liggit Mountains, above Glounda Forest. CB

Bakstan Military fortification in Anasan. CB

Bay Cryshell Expensive kerning bay (10 yule entry fee) at the Citadel in Ardoth. Directly connected to Lower Manser.

Bay 27 Popular kerning bay in Clavis with low entry fee (3 yules) and instruction available on hourly basis (8 yules/hour). CA

Baysis City in the Sobayid on border of East Trinnu Jungle Lands. Maustin Caji trained here during the Energy Weapons War.

Bennin Northernmost port of North Khodre. A cooperative Jaspian-Khodren port.

Bep Clep Very fashionable shop in Manser shopping neighborhood of Ardoth.

black bogs Treacherous series of swamps and bogs in Voligire.

Bleece Island off Sychill's coast. Its coral reefs make it dangerous; it is avoided.

Bolphey Archaic spelling of Bolpey. §

Bolpey Channel Narrow passage that connects the Essajean Sea to Ardoth Bay.

Bolpey Kerning Bay Low class, dangerous kerning bay in Arkin.

Bord Island in Sychill Sea off southwest Dobren coast. Claimed by Dobre. Hot, flat, and infested with tarro. Rich in tin and grapes used for parthage wines.

Borlim Lake port city in North Khodre. Almost everyone here is involved in shipping. CB

Bow Small fishing village near Ardoth. CA

Bream Flat Dharlerrin Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Burdoth Realm controlled by humans; most powerful realm of the continent. "Realm of Man" by title, but home to all races. Burdoth holds most Earth-tec known to exist. Controlled by Dharsage of Burdoth. Burdoth is made up of four provinces: Ardis, Gauss, Lusail, and the Sobayid.

Burroo Island off coast of Dobre claimed by Dobre. Hot, flat, and infested with tarro. Rich in vintch, russip, and tin.

Cabralon Boccord city in northeast Doben-al.

Cali-Shafra Battle Lands of the Ancients, near site of current day Ninindrue in Gauss Valley. Sacred to shantha.

Calpy Mountains Range southwest of Sychill and north of Accaptas Mountains of eastern Burdoth.

Calpy River Northern tributary of Essanja River. CB

Carissey (1) Oldest city in North Khodre. Nearly all crystal mined in Khodre is shipped through here. (2) Former name of Khodre region. CB

Carissey Bight Open waterway along north coast of North Khodre.

Cavris City in the Sobayid province of Burdoth, on border of the Doben-al and East Trinnu Jungle Lands. They specialize in Earth grains and flowers, and crystals charged secretly in the East Trinnu Jungle Lands. §

Central Oiders Middle class neighborhood in Oiders District of Ardoth.

Cerin Small port on northwestern shore of Ponteer. One terminus of Ponteer Trail.

Cerridus, Sea of Location of the island of Tan-Iricid.

Chaln (shauln) Imagri The only large crugar city. Originally named Imagri, it was renamed after Chaln Docha's death in 3438.

Choulth City in South Khodre on Temauntro border, on west face of Dowtroughs. Named for the crugar clan still dominant in the region. CB

Citadel See Cryshell.

Clavis Residential neighborhood in Shandane District of Ardoth. Known for many restaurants. Comprised of Lola and Sharben areas.

Claysis The Ardothian Bazaar.

Cliffs Wealthy enclave just outside wall of Old Aylon fortress in Jasp.

Cobenall Ardoth's seediest kerning bay, located in Vintch neighborhood. WW

Coise Mining town in the Sobayid province of Burdoth. Has a relatively high proportion of muadra.

Coomis Bronth island in Sychill Sea with little connection to Dobre.

Corgis Bay Bay in Dobre. Base of the Dobren attack on Polpedroth during Energy Weapons War. §

Corgis Cove Sheltered cove of Corgis Bay. CB

Cosahmi Thriddle coditch farming town on western side of Kuggin Mountains, in Gauss province of Burdoth.

Council Grounds Divided compound in the Citadel of Ardoth. Contains Chambers of the Ardothian Council.

Coy Region of southern Glounda Forest inhabited by croid. CB

Crendor Sub-realm of the bronth in Dobre. Kept closed to outsiders.

Cryer Area in the T'lane neighborhood of Ardoth. Residents are mainly humans who work in the Claysis.

Cryshell The old Citadel of the city of Ardoth. Walled compound enclosing Dharsage's palace, Claysis, Council Grounds, Financial District, and Hall of Drenn. Isho users must kern before entering. §

Cryshell River River that flows through Ardoth before emptying into Ardoth Bay.

Curili Heavily forested island off coast of Heridoth where Klein-Khodre Accord was signed. Populated mostly by Koistrans. Serves as a naval base and port.

Palace of Dharsage Khodre
Dhardrenn in Ardoth

Cushindell Marshes Region in Lusail province of Burdoth. Home to heavy insect population, including the Cushindell silk moth.

D'Lang Island off coast of Heridoth. Populated by disenchanted of Dowsen after the Energy Weapons War.

D'Loo Island in Sychill Sea, between Burdoth and Dobre. Claimed by Dobre. Known for russip cultivation.

DaasEkkren SkyRealm Boccord-controlled stable skyrealm floating above the Hit'tike Mountains in Ros Crendor. It is uninhabited.

Dau-uh-dey, Lake Large body of fresh water dividing North and South Khodre. Inhabited by acubon at eastern end. Stocked with catfish, trout, and many Joruni fish.

Dan Famber's Dharlerrin Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Danes Area in Sobrinth neighborhood of Ardoth. Neighborhood of rich drenn and kesht.

Danstead Society Fashionable agency that arranges travel, expeditions and diplomatic parties. Located in the Wolton area of Arkin, in Ardoth.

Dantrella Mountains Range of mountains forming northern peninsula of Heridoth. §

Delbah Essle city on Saybah Peninsula of Burdoth. §

Delmre City in Cushindell Marshes, in Lusail province of Burdoth. Most people here are involved in Cushindell silk production.

Delsha Island realm of shantha. Visitors will find no food or drink fit for them and must bring their own.

Delshan Sea Body of water between Temauntro and Delsha.

Delvine Small military base at the foot of the Accaptas Mountains in the Essanja. §

Derrid Isho-free area in Vintch neighborhood of Ardoth.

Dertha River Southern tributary of Essanja River. CB

Dharsis Current name for the Financial District of the Citadel in Ardoth.

DharWin Neighborhood in Oiders district of Ardoth. Named for powerful Khodren immigrant family.

Dich Neighborhood in Siders district of Ardoth where thivin skilled in handcrafts make their homes. For a few yules, you can see great works of art as they are created, including gauthi rugs.

Dirrla'och Area of Central Oiders where several scarmis live. CA

Doben-al, the Vast plains between Burdoth and Khodre. It is rough desert land and travel is not advised.

Dobre Realm of the bronth, located across the Assydre and Essajean Seas from Burdoth.

Doo'sah Thriving export city in Dobre known for ahji.

Dosoi Lushly forested island off coast of Heridoth near Koistra. Herbs and rare vegetables grow here.

Dowseh Base of the quiet ramian who now claim Jasp as their home.

Dowseh Bay Protected port bay of Jasp. Site of both new and old Aylon and several cities that have grown with Aylon's prosperity.

Dowsen Large trading city in Heridoth.

Dowtrough Mountains that separate South Khodre from Temauntro. CB

Dra-eeli Small port on southeastern shore of Ponteer. One terminus of Ponteer Trail.

Drail Large densely forested territory located on southern edge of Sharharras Sea. Mountainous country, home to trarch and ruins of shanthic cities and temples. Heavily populated with mandare and dreglamon.

Draugna Area in Vintch neighborhood of Ardoth.

Drenn Wall Wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoth's drenn.

Dryce Neighborhood in Siders District of Ardoth. Populated by a large variety of races but few reasons for the casual tourist to visit.

Durlis City in central Gauss Valley. Known for creative durlig dishes.

Durris Neighborhood in Southside District of Ardoth. Home to many agricultural workers.

East Trinnu Jungle Lands Jungle south of Burdoth and north of Anasan. Infested with cleash.

Ehrmer SkyRealm Skyrealm located above western Elcrellia Valleys of Heridoth. CB

Ehvans Independent island between Burdoth and Dobre in Sychill Sea. Formerly a colony of Dowsen. Populated by bronth, woffen, thriddle, humans, and corastin. Klein Ko-Trid lives here.

Ehvans SkyRealm Skyrealm located above Ehvans. Has a small city inhabited by the wealthiest residents of the island. CB

Elcrellia Valleys Series of rugged, narrow, fertile valleys in the heart of Heridoth.

Elds City in Burdoth on border of Ardis and Lusail. Life here is relaxed. Many people are involved in crafts.

Elgry Island Land mass in center of Lake Elgry. May be peak of a growing skyrealm.

Elgry, Lake Lake in Glounda Forest.

Ellcor Mountains Range of mountains in central Heridoth.

Ellelsh Posh area in Lelsh neighborhood of Ardoth.

Ellemin Seaside city in Heridoth, famed for extensive beaches. Popular vacation resort for Burdothian drenn. §

Ellih Peninsula in western Heridoth.

Ellipie City in northern end of Gauss Valley.

Elluce River Tributary of Lusail River. CB

Erren Valley Valley in West Trinnu Jungle Lands from which Kolovisondra SkyRealm was born. CA

Es'Won In woffen lore, village (probably mythical) saved from crugar attack by Tholeds. IR

Es'Wother Woffen neighborhood in Shandane District of Ardoth. Home of the world-famous Shen hotel, catering to a variety of Joruni travellers. Formerly called Harsri; name changed by popular demand after Energy Weapons War.

Esh'eye Bay Bay in Heridoth by city of Ellemin. Sandy beaches extend for miles around bay's rim. §

Eshellu Road from Coise to Koistra. §

Essan River Western tributary of Essanja River. CB

Essanja Largest, but somewhat backward, city in eastern Burdoth.

Essanja River Major river that flows from Essanja to Port of Essanja and empties into Essajean Sea.

Essanja, the Eastern portion of Ardis province.

Essajean Sea Sea along Burdoth's north coast. Southern arm forms Ardoth Bay.

Essejee Port city on east coast of the Essanja. Strong maritime reputation; their sailors are highly sought after.

Financial District District inside the Citadel of Ardoth.

Fisherman's Quarters Neighborhood in Siders District but outside southern wall of Ardoth. A jumble of cleps, incleps, brokerage houses, craft shops, and homes. Contains South Homes area.

Galsh-aca Ancient burial grounds of the shantha, in the Essanja plains.

Garichee Warehouse and working class district outside walls of Old Aylon fortress in Jasp.

Gateway Main entrance to the Citadel in Ardoth.

Gauss (1) Province of Burdoth. (2) Oldest and largest city in Gauss Valley. Major durlig supplier. The klade system began here.

Gauss Valley Rich farmland northwest of Burdoth. Site of North Valley Research Station of the Earth colony. Alleged to be site of Iscin's laboratory.

Geer Muadra suburb of Old Aylon, built on old campground where muadra first stayed when they were not allowed to sleep within city walls.

Gendis Village in the Ayns Mountains, in the heart of Lusail province of Burdoth.

Gilthaw Continental land mass north of Voligire, mostly tundra. Shantha dominate the southern regions connected to Voligire. Cleash live near the coasts, but can be found mostly in the vast stretches of tundra and ice fields in the north.

Glounda City City in Glounda Forest. Major military training center for Burdoth.

Glounda Forest Heavily wooded land in the heart of Burdoth, with extreme isho activity and large, wild beasts.

Hailer Area of expensive homes in Sobrinth neighborhood of Ardoth.

Hall of Drenn Part of the Halls of Splendor at the Cryshell Citadel. Copras of tauther are inscribed on the Drenn Wall and final acceptance of the challisk is made here.

Halls of Splendor The Dharsage's museum, dedicated to achievements of Ardoth, from humble origins as a fishing village to capital of most powerful empire on Jorune. There are occasional public exhibitions of Earth-tec from the Dharsage's trove on Shendarri SkyRealm.

Harangire District in Old Aylon in Jasp.

Hawtows City in Dobre that is home to large herds of dothobider.

Heathcoat Kerning Bay Somewhat seedy kerning bay in Dryce. Nominal headquarters of Mah Vens.

Helmer SkyRealm Skyrealm which travels a regular circuit around perimeter of the Doben-Al.

Herbis City at mouth of Hoodo River in Dobre. §

Heridoth Independent country east of Burdoth. Populated mainly by humans. Heridoth has many skyrealms.

Hermoore Island southeast of Heridoth. Sparsely populated due to croid, insects, and ahji spores.

Herrisail Lerrin in fields south of Ardoth engaged in durlig farming. CA

Hesmaw Port city in Temauntro. IR

Hesmin Port city in Temauntro. IR

Hie Plains Site of Battle of Sholis in Heridoth. Between Coise and Koistra, and east of Mairamin. §

Hit'tike Mountains Range of mountains in Ros Crendor. §

Hobeh, the Wild land south of Dobre. §

Hoit Small fishing village with a stone quarry on shores of Tarberi Bay. Between Monerey and Allidoth in Burdoth.

Hoodo River River in western Dobre that empties into Sychill Sea at Herbis.

Hooth Bay Bay of northern Lundere, at isthmus where peninsula joins main portion of Lundere. IR

Howda Well maintained kerning bay in Laprendell.

Ice Fields of Gilthaw Home of vodra and the insidious cleash.

Ikta Uninhabited island off coast of Jasa, in Aylon Strait.

Imagri Former name of Chaln Imagri.

Imish River River that curves through Temauntro.

Import Neighborhood in Shandane District of Ardoth.

Jasa (1) Large island belonging to Jasp. (2) Village outside new port of Aylon.

Jasp (1) Cold, northern realm of humans, with a small population of Iscin races and cygra. Famed for its development of crystal-powered flying ships, which have changed the nature of trade in the past half century. (2) Boccord city and guardian to mouth of Dowseh Bay. Originally site of Northern Research Station, from the Earth colony. (3) Original settlement creating nation of Jasp, later abandoned due to Gire attacks.

Joble Thivin gambling community southeast of Sobay. Popular R&R spot for Burdothian military. §

Kaigon Village also called the "gateway to the Gauss Valley" in the southern tip of the valley. It has been rebuilt many times. §

Kask Human city in South Khodre on Temauntro border, on west face of Dowtroughs. Near the largest of the Auklin family mines. Has a reputation for heaviest drinking and most serious gambling outside Joble. CB

Kauthnie Cooperative durlig farming community on Agis River in Gauss Valley. §

Kef Fishing village facing Ikta on Aylon Strait.

Khan Soor Military training island at mouth of Dowseh Bay in Jasp. Once a ramian fishing village in 10th century.

Khana Wealthy muadra settlement on Jasp's Dowseh Bay.

Khanat Inlet Recessed arm of Dowseh Bay used to unload trade goods in the Garichee warehouse district of Aylon.

Khaun Gauss City in Gauss Valley named after the son of Paul Gauss and Mayatrish. Major durlig supplier.

Khodre Divided realm, formerly called Carissey. Now ruled by Saress Khodre, half-sister of Khodre Dhardrenn, the Dharsage of Burdoth. This is rough mining country. Lake Dau-uh-dey, where the acubon live, divides it into two parts, North and South.

Khosall Old cygran regional meeting place on border of North Khodre and northern Temauntro. Center of old mining district of Carissey.

Kinster Middle class area in Lelsh neighborhood of Ardoth.

Kirlan City on the shores of Lake Dau-uh-dey in South Khodre. Capital city of Khodre and site of Saress Khodre's palace. Most wealthy Khodren families own homes here. §

Klade Bay Section of Ardoth in Siders District where klades maintain communal residences for travelling klade members. It has become dangerous for travellers without a known klade member as their guide. §

Klasprin Principle awss of Ardoth. Located in the Citadel.

Koistra City in Heridoth on eastern shore of Ardoth Bay. Known for pichi spice.

Kolo Shal Gasha SkyRealm Skyrealm over Temauntro, southwest of Jasp.

Kolovisondra SkyRealm Skyrealm born from West Trinnu Jungle Lands. It caused a huge ocean warp to open, into which it disappeared. Its fate is unknown.

Korrid City on east coast of Heridoth. Former seat of power for Sommint Valley. §

Kowester Lerrin in fields south of Ardoth engaged in durlig farming. CA

Krayll Road Road connecting Ardoth and Gauss Valley. §

Kuggin Mountains Range at western edge of Gauss Valley.§

Kurlain Small fishing village near Ardoth. CA

Kyis River River in Heridoth that empties by York.

Kymay City on Heridoth's eastern coast. §

Kymay Sea Body of water between Sillipus, Anasan, Dobre and Heridoth.

L'loshu Shanthic name for Kolovisondra SkyRealm.

La'Shalta Primal home of shantha below Lundere. SJ

Laindis City in the Sobayid province of Burdoth, named after Laindra Elayn. §

Laird Mountains Range on Saybah Peninsula. §

Laithereen Small fishing village near Ardoth. CA

Lake Dau-uh-dey See Dau-uh-dey, Lake.

Lake Elgry See Elgry, Lake.

Laprendell Residential area in Arkin neighborhood of Ardoth.

Launtra Circle Site of government and diplomatic embassies in Old Aylon fortress.

Laysis Isho-free area in T'lane neighborhood of Ardoth.

Lelligire (1) Eastern half of Lusail province of Burdoth. (2) Human city on north coast of Lusail province. Known for fine Cushindell silk production. Formerly called Trosoe.

Lelsh Comfortable neighborhood in Old City District of Ardoth. Comprised of Anamber, Ellelsh, and Kinster areas.

Liggitt Mountains Large range separating Lusail from Gauss Valley.

Liggnie Small town in northern Gauss Valley.

Lod City on Dowseh Bay in Jasp.

Loh'Oden Shanthic lands in the Hobeh, south of Dobre.

Lola Area of cleps and incleps in Clavis neighborhood of Ardoth.

Loo Hoos City near Udah in Dobre.

Loo'hoss Dobren name for Sychill Strait. §

Lorri Area in North Cryshell neighborhood of Ardoth.

Lower Manser Marshy section of Manser which is slowly sinking. Isho emanations here make shantha ill.

Lower Westgate Neighborhood in Siders District of Ardoth.

Lundere Primary woffen realm, dominating the great eastern peninsula neighboring Dobre. In addition to woffen, many salu make their home near the capital of Yobreh. Woffen welcome visitors, particularly muadra, but discourage permanent residents other

than woffen and salu. Woffen have excellent relations with their bronth neighbors.

Lus'ikai City in Lusail on Lusail River. Famed for spillij juice. §

Lusail Province of Burdoth comprised of two parts, Sydra and Lelligire.

Lusail River Large river system in Lusail province of Burdoth.

Mah Ashalta-ca Shanthic name for Lower Manser.

Mairamin Town in Heridoth on eastern shores of Ardoth Bay. Famed for fine slate quarries. Ruins of Battle of Sholis are here. §

Manser Shopping area near Lelsh in Old City District of Ardoth.

Manser Strip Rich merchant area of Manser in Ardoth.

Mansted Point on Ardoth Bay at which Burdoth and Heridoth meet. CA

Mar City south of the Essanja, in Burdoth. Known mostly for heavy beagre infestation.

Mash-macca Shanthic name for the Doben-al. SJ

Meard Agricultural city on southern tip of Heridoth's east coast.

Ments Range of mountains southeast of the Ellih peninsula that border Sommint Valley of Heridoth. §

Mervis City in Ros Crendor.

Miedrinth Hot, dry city in the Sobayid region of Burdoth, near the Doben-al and West Trinnu Jungle Lands.

Moether Klades Klade neighborhood in Oiders District of Ardoth.

Monerey City in Burdoth north of Ardoth which has excellent stone quarries. No dysha use is permitted here.

Mount Erren Highest point in West Trinnu Jungle Lands, near the Doben-al border.

Mountain Crown, the City on Tan-Iricid. Site of the great thriddle library.

Nayine, the Finger Finger-shaped island in southern end of Sychill Strait, between Burdoth and Dobre. Dobre maintains port facilities here.

Nayine SkyRealm Skyrealm located above island of Nayine. First discovered by Dobrens of the island. CB

Nekkich Hive A natural cave a few feet underground in Ardoth that has a permanent, stable warp about the size of a large bowl. The warp opens into Voligire. Tourist attraction in Ald, where it is located, and in Voligire. People come and look at the foreign faces on the other side. CA

Nemain Neighborhood in Old City District of Ardoth with many artisans, Claysis workers, and muadra.

Newfeld Off-limits open pasture in Thantier where elite of Thantier meet to prevent (or plot) intrigues. Corruption of "newfield", from the Earth colony.

Ninindrue Durlig growing village in Gauss Valley. Site of Ninindrue Plague Slayings in 2934 PC.

Norsael Tower Old defensive tower at mouth of Dowseh Bay in Jasp. Now used to confine diyordeh who cannot be permitted luxury of conscripted public service.

Northside Low class neighborhood in Old City District of Ardoth.

Obiss ruins Lamorri ruins revered in Ros Crendor. Jealously guarded from outsiders by the boccord.

Obothin Port in southern Thantier. §

Oiders Working class neighborhood in Siders District of Ardoth, near the Es'Wother and Klade Bay. Contains Central Oiders, DharWin, and Moether Klades areas.

Old City District Heart of historical Ardoth. Encompasses Ald, Lelsh, Manser, Nemain, Northside, Sobrinth, and T'Haynian neighborhoods.

Old Klade District Section of Old Aylon in Jasp. Location of several mother houses of Bohod Klades.

Olfeld Settlement on Dowseh Bay, in Jasp. Name is a corruption of "old field", from days of the original colony. From time to time farmers find trinkets in the ground, but so far nothing of major importance.

Othen Area in Vintch neighborhood of Ardoth.

Palzer Area in Financial District of Ardoth.

Persis Area of densely packed kiosks in Arkin neighborhood of Ardoth.

Phalmre City in Cushindell Marshes which exports brynk hardwood and Cushindell silk moths.

Pirdis Marshes Old name for Cushindell Marshes of Lusail.§

Polpedroth Burdothian trading and export city north of Ardoth on the coast, on border of Essajean Sea and Ardoth Bay. Destroyed by Dobren League in the Energy Weapons War; still rebuilding.

Ponteer Isthmus connecting Thantier to Drail. Site of ancient ramian settlements.

Ponteer Trail Rough road across Ponteer stretching from Cerin on the Sea of Cerridus to Dra-eeli on the Kymay Sea, south of West Trinnu Jungle Lands.

Pools, the Former bed of Cryshell River in Es'Wother, often used for small neighborhood bazaars. Warm upwellings of fresh water sometimes occur.

Port Gate Neighborhood in Siders District of Ardoth containing the commercial pier and harbor.

Port of Essanja City at mouth of Essanja River built to facilitate transportation of supplies inland. CB

Rappenat Area of expensive homes overlooking Cryshell River in T'lane neighborhood of Ardoth.

Reet Large island in the Assydre Sea. Site of Prince Khodre's meetings to set up exchange of shirm-eh for daij meat. Allied with Sydra.

Reetian Straits Passages between island of Reet and nations of Burdoth and Dobre. Waters flow in swirls and eddies at speeds of up to 45 MPH, making voyages dangerous.

Rhodu Large port city in Anasan, famed for its wholl and stomeh.

rilij Pathway to the Mountain Crown of Tan-lricid.

Rirris City on west face of the Dowtroughs, in Temauntro on border near South Khodre. Military base and source of mining supplies for smaller towns further south. §

River Aylon Primary waterway of the island of Jasa in the nation of Jasp. Empties into Dowseh Bay between the muadra suburb of Geer and the old Aylon fortress.

Ro-Obiss Large city in Ros Crendor, said to be origin of the Tran'Haddan. Now home of powerful Huston family. Location of a thooh'sa revered by the boccord.

Roise Mountains Branch of the Liggits bordering Glounda Forest.

Rorae Sea Sea encircled by Anasan and both Trinnu Jungles.

Ros Crendor Independent country of the boccord north of the Doben-al. Dominated by brynkwood forests.

S'Nabla City on Assydre Sea in Lusail. Producer of sarla dark wine.

Salam'arine Port city in Gauss Valley at mouth of Agis River. Exports durlig and coditch to northern Burdoth.

Sallay Capital city of island of Sillipus.

Sallen Northern city of Burdoth, near Suh'Larvan Marshes. Known for its clay and ceramics.

Samile, Sea of Small sea located west of Suh'Larvan and Cushindell Marshes, and north of Salam'arine. CB

Samper-laine Lerrin in fields south of Ardoth engaged in durlig farming. CA

Sampher Mountains Range across center of Temauntro. IR

San Island between Burdoth and Dobre that functions as an extension of the city of Sychill.

Saybah Essle city on Saybah peninsula of Burdoth.

Saybah Peninsula Peninsula of northeast Ardis province in Burdoth.

Scolia City in Lusail province of Burdoth famed for its fine rusper. Mainly a trading center.

Sea of Cerridus See Cerridus, Sea of.

Sea of Samile See Samile, Sea of.

Sea Wall Working class neighborhood outside walls of Old Aylon fortress in Jasp.

Seecre City at northern edge of Glounda Forest in Burdoth. Known for dried meats and hides (pibber, beagre, and thombo).

See'iss Desert located between Thantier and West Trinnu Jungle Lands. §

Seld Island in Essajean Sea. Claimed by Essejee. Known for kole post-wood.

Setta Area in North Cryshell neighborhood of Ardoth.

Shalwis Port city in Temauntro. IR

Shambo Center Corruption of Shambo Shenter.

Shambo Shenter Popular thivin gambling establishment open to all races. Located in Southside District of Ardoth.

Shandane District of Ardoth named after Sholisian general. Mostly residential. Encompasses Arkin, Clavis, Es'Wother, T'Lane, and Westgate neighborhoods.

Shandy Small fishing village near Ardoth. CA

Shannat, the Another name for Sho-Ecta. CA

Sharben Residential area in Clavis neighborhood of Ardoth.

Sharden Realm of tologra at far eastern tip of Voligire.

Sharharras Sea Sea to northwest of Drail.

Sharrid Bay Bay north of Sharharras Sea.

Sheerl Cygran stone meeting circle in northern Temauntro, used for seasonal willage gatherings.

Shen, the (1) Famous hotel in Burdoth built with wings in most major architectural styles to accommodate all visiting races. Located in Es'Wother neighborhood of Ardoth. (2) A second Shen, built specifically for thriddle when they were permitted back into Ardoth in 3475, is located near Lower Manser.

Shendarri SkyRealm Private skyrealm used for the Dharsage's personal Earth-tec operations, experimentation, repair, and storage. Location is secret; it can only be approached by warp or airship.

Shilja Mountains Mountains of western Jasa in Jasp. Natural defense line of Aylon. Name is corruption of "shield."

Sho-Caudal Shanthic name for the planet of Jorune.

Sho-Ecta Area in Stocks neighborhood of Ardoth populated by shantha.

Sho'lashta Largest shanthic city in Lundere, long abandoned, in center of eastern isthmus. SJ

Sholis City in western Heridoth across Bolpey Channel from Polpedroth.

Shoulies Lerrin in fields south of Ardoth engaged in durlig farming. CA

Shuka Small fishing village near Ardoth. CA

Shuul, the Hot, barren land that divides Dobre from Lundere. §

Siders District Section of southern Ardoth that contains the Dich, Dryce, Fisherman's Quarters, Klade Bay, Lower Westgate, Oiders, Portgate and the Stocks.

Sillipus Island of pirates, thieves, outcasts and adventurers of all realms. Travel is not advised.

Simbi Large agricultural city south of York in Heridoth. It has historically been dominated by York. CB

Siv Eston Great natural stone fortress in Sharden that has become the center of tologran culture and religious life.

Skysael Jaspian home port of crystal schooner fleet, located in Shilja Mountains above Dowseh Bay.

Sobay Oldest city in the Sobayid province of Burdoth. Largest supplier of hilc to human settlements.

Sobayid, the Arid southern province of Burdoth.

Sobrin Area of fair to good housing in Sobrinth neighborhood of Ardoth.

Sobrinth Residential neighborhood in Old City District of Ardoth. Comprised of Danes, Hailer and Sobrin areas.

Sodrin City on Lusail River in northern Burdoth. Infested by beagre.

Soitle Mountains Range in Heridoth near Sobayid border and Ardoth Bay.

Sommint Valley Valley in southern Heridoth.

Sood Unclaimed island in Sychill Sea infested with all manner of pestilence and disease.

Sorcle Island off coast of Saybah in eastern Ardis province of Burdoth. Inhabited by people of Saybah, who use it as a fishing base.

South Homes Area in Fisherman's Quarters neighborhood of Ardoth.

Southport Neighborhood in Siders District of Ardoth with many brokerage klades, dry docks, and mending berths.

Southside District New section of Ardoth, constructed after the Energy Weapons War. Comprised of Durris and Vintch Districts. Dominated by muadra and boccord, with some accommodation for other mutant and Iscin races. Law enforcement is not a major concern.

Stocks, the Neighborhood in Siders District, outside the wall of Ardoth. Location of Ardoth's stockyards. Contains the Sho-ecta area.

Strude Mountains Southern continuation of the Dantrellas in Heridoth.

Suh'Larvan Swamps Large body of swamps and marshes, north of the Cushindell Marshes, in northern Lusail province of Burdoth.

Susie's Tauther Shop Store in Manser shopping area near T'Haynian and Lelsh, in Old City District of Ardoth.

Sutor City between Glounda Forest and Liggit Mountains of Gauss in Ardis province of Burdoth.

Sychill (1) Part of Ardis encompassing Saybah Peninsula. (2) Coastal fishing city in Ardis province of Burdoth.

Sychill Sea Sea between Dobre and Burdoth. Southern arm forms Essajean Sea.

Sychill Strait Waterway between Dobre and Burdoth. It narrows to 40 miles at some points.

Sydra (1) Fiercely independent section of Lusail province which still maintains local customs, music, dress, and separate history. They still don't consider themselves as part of "Lelligirian" province (Lusail). (2) City in Lusail province of Burdoth. Known for pickled creshi and balweze. A thooh'sa is here.

Syls Valley Area between Liggit and Ayns Mountains.

T'Haynian Lower class Citadel worker neighborhood in Old City District of Ardoth. Commonly called Thanes.

T'lane Neighborhood in Shandane District of Ardoth. Comprised of Cryer, Laysis, and Rappenat areas.

T'sulya Capital city of island of Reet. Formerly called Telmin. §

Tah Small island off Saybah Peninsula in Sychill Sea. Its coral reefs make it dangerous; it is avoided.

Tah Plains Large coastal plains of eastern Heridoth.

Tallma Port city in Temauntro. IR

Tallor Port city of Ros Crendor. Only city in Ros Crendor with accommodations for visiting non-boccord.

Tallor SkyRealm Stable skyrealm off coast of Tallor in Ros Crendor. Port for crystal schooners.

Tan-Iricid Island home of the highest concentration of thriddle.

Tan-Sor Thriddle city located just outside the Mountain Crown of Tan-Iricid.

Tantakka Dharlerrin Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Tarberi Bay Bay on which Hoit is located. It is fed by Turrus River and is a small arm of Ardoth Bay. §

Tashka Shanthic temple where Sho Copra Tra met and trained Caji Gends. Its location is unknown.

Tauchlin Port city in Temauntro. IR

Telmin Former name of T'sulya. Site of the ramian defeat in 3472. §

Temauntro Realm of the crugar, although northern reaches have been colonized by the more civil cygra. There are few permanent villages and only one can be called large.

Thanes Common name for T'Haynian neighborhood of Ardoth.

Thantier Realm of humans on southern border of the Doben-al. It faces Sea of Cerridus. Citizens are strongly "pro-human", with the concept of "thone" for any intelligent creature that is not purebred human, including mutants and the Iscin races. They are also enemies of Burdoth; showing a challisk in Thantier is not advised.

Thantis Capital, council city, and major port of Thantier.

Thellit Mountains Rugged range of Lundere's eastern isthmus. SJ

Thib Island companion of boccord city of Jasp.

Thodi's Byritt Palace Thivin fast food shop in Arkin District of Ardoth.

Thodic Mountains Mountains that border Thantier on the north. §

Thutubin SkyRealm Thantierian skyrealm noted for its unstable isho. Constitution rolls are required to keep from getting sick due to the constant pitching and rolling. Also known as "the Weary Vaulter."

Tibadi Lerrin Small durlig farming community north of Khaun Gauss.

Tlon Capital of Dobre.

Tocour Area in Arkin neighborhood of Ardoth.

Trethl The road from Ardoth to Sychill. §

Trinnu Gulf Body of water separating East and West Trinnu Jungle Lands.

Trinnu Jungle Lands Two extensions of an ancient rain forest covering most of the western land mass between Burdoth and Sea of Cerridus, and upper half of the Anasan peninsula. The Trinnus are heavily populated with some of Jorune's most vicious creatures: scragger, cleash, mandare, etc.

Trosen Trosoen fortress city which was located on a small skyrealm above Reet. When the skyrealm fell, the city was destroyed. CB

Trosoe Original name of Lelligire.

Turrus River River that flows out of Glounda, through Hoit, and into Tarberi Bay.

Udah Large city in Dobre. Known for kole and fruits.

Vamdrey Southernmost city in Heridoth, located on east coast.

Vintch Neighborhood with heavy muadra population in Southside District of Ardoth. Comprised of Austin, Derrid, Draugna, Othen, and Vintra areas.

Vinteer Capital of Voligire.

Vintra Area in Vintch neighborhood of Ardoth.

Voligire Realm of ramian.

Vosule Sea Large northern ocean of known map of Jorune.

Vosule, Waters of Treacherous waters south of Voligire.

Weary Vaulter, the Common name for the Thutubin SkyRealm of Thantier.

Wesael Tower Western tower guarding entrance of Dowseh Bay in Jasp.

West Trinnu Jungle Lands Larger rain forest across the Trinnu Gulf from the East Trinnu Jungle Lands.

Westgate Neighborhood in Shandane District of Ardoth.

Wolton Area in Arkin neighborhood of Ardoth known for its variety of incleps.

Yobreh Capital of Lundere.

Yobreh Bay Port bay between Dobre and Lundere. Site of city of Yobreh.

Yods The lands directly south of York and Simbi. §

York Large city on east coast of Heridoth.

Yorkni The land around York. §

Yucen The land south of the Yucid Mountains. §

Yucid Mountains Range of mountains in southern Heridoth.

Yurrka Lerrin in fields south of Ardoth engaged in durlig farming. CA

IMPORTANT NAMES IN JORUNI HISTORY

Allonkarb, Khodre Late father of the current dharsage of Burdoth.

Arilell, Sar Ardis Dharsage at time of 3161 Sydran rebellion.

Auklin Powerful competitors to the Carissey family in Khodre before the arrival of the Ardothian mining families.

Bomoveris, Carl Associate of Iscin. True cause of Iscin's death in crugar tradition.

Borkelby Popular muadra leader from early in the 35th century. The Borkelby tarro, discovered by him in the Hobeh south of Dobre, is named for him.

Cardis, Marshill Unpopular appointment to replace Rhan Harsri as chell of Ardoth. §

Carissey Longest established family house in present-day North Khodre. Probably of Thantierian origin.

Cartan, Esilla Jaimare Prince Khodre's wife and Dharsage Dhardrenn's mother (deceased). §

Cattletross, Penzer Chell of Lelligire responsible for his fleet's destruction in the Ramian War in 3473. §

Chaln Docha (shauln DOE-shah) Born Eris 51, 3406; died Auss 65, 3438. Famous crugar warrior who led his troops into Burdoth. Mispronouncing the "sh" as "ch" makes his name translate to "clumsy idiot."

Choundra (SHOWN-drah) Crugar who murdered the scientist Iscin. His name is used as a curse by crugar for their own kind, and is particularly vicious from the lips of cygra. He is officially honored by Chen Ichi.

Creb, Ransly Burdothian noble who was captured by the Maustin Caji. He was placed in a keeper rod by shantha. § MC

Ransly Creb

D'Serris One of the Ardothian families that traveled to Carissey to develop mining interests. §

Dhardrenn, Khodre Current dharsage of Burdoth. His birthday, 78 Crith, is celebrated by most Ardothians. His wife is Rolesia Mincarra; his sons are Dharmar, Rhalter, and Jerdan.

Dharmery One of the Ardothian families that traveled to Carissey to develop mining interests. Now a powerful Khodren family, equal to the family line of the Burdoth dharsages. §

Dharmery, Lailia Mother of Saress Khodre. Ruled North and South Khodre (formerly Carissey) until her abdication in favor of Saress in 3462. §

Dharmery, Saress See Khodre, Saress.

DharWin Wealthy and somewhat feared Burdothian family with ancestral ties to Thantier.

Doss, Caji Student of Caji Gends and member of Maustin Caji that stopped Ninindrue Plague Slayings. Carried Way of Gends to Jasp's muadra in 2947 PC.

Elayn, Laindra Woman of the city of York who in ancient times traveled many realms and sculpted figures of the creatures she saw upon her return. This started a renaissance in travel and trade on Jorune. The city of Laindis in the Sobayid is named for her. §

Garicheer, Ko Jey Ramian Gire who broke peace with Jasp in 1162 PC.

Gauss, Khaun Son of Mayatrish and Paul Gauss. Founder of the city of Khaun Gauss in the Gauss Valley of Burdoth.

Gauss, Paul Human who found Iscin's journals and rediscovered the secret of durlig. With his wife Mayatrish, he protected human mutations and Iscin races in the early 7th century.

Geer, Jarman Jaspian muadra hero who in 1162 PC used primitive crystal rafts to attack a ramian Gire fleet from the air and saved the country from invasion.

Gends, Caji First of the muadra to learn dyshas. Leader of Maustin Caji assault on crugar at Ninindrue Plague Slayings.

Gomo, Salrough Thriddle seer who established the new era. Still plays major role as liaison between governments of Jorune.

Harangire, Kah Denni Ramian Chiven Rachu-eh ambassador and harbinger of era of peace between Jasp and Voligire in the 900's. Patron ancestor of Jaspian ramian.

Harboh Dobren general who signed the Klein-Khodre Accord. §

Harik, Ton Jaspian Iscin hero who, according to legend studied skyrealms of Jasp and constructed first crude levitating craft in 842 PC.

Harsri, Rhan Despised former chell of Ardoth. Temporary chell while Khodre Allonkarb was in Temauntro during the Energy Weapons War. Hated by muadra because he gave order to expel muadra from Ardoth. Blamed for the sinking of the warship Camder. §

Hie, Lord Legendary Heridothian leader, believed to have lived sometime between 12th and 15th centuries. He is credited with unification of several Heridothian families for expansion into the Sobayid, colonization of islands and points within Burdoth, raising level of overall Heridothian health with public sanitation, and building of great walled cities of Heridoth. Lord Hie may be mythic combination of several Heridothian leaders during the dark ages of Joruni history.

Ho-Gomo, Bennid Thriddle friend of Caji Gends who taught crugar how to weave Lightning Blast dyshas.

Ho-Trid, Kirra Thriddle advisor to Khodre Allonkarb, and Khodre Dhandrenn's mentor. Author of "Those You Will Meet."

Huston Wealthy boccord family that made their fortune by printing twelve sacred texts of Tran'Haddan for sale in claysis across Jorune. Founders of Huston Union, a banking organization.

Iscin, Theodore Paul Born Eris 5 (by tradition); died Mullin 34, 27 PC. Bio-tec engineer who modified Earth animals into intelligent, bipedal creatures. Killed by Choundra, one of his creations.

Jorune, Kadija Rhen Earth astronomer credited with the planet's discovery.

Khanat Jaspian clan respected for its meticulous bookkeeping and profitable negotiations. Has overcome dark stain left by an ancestor Sage who ruled Jasp with a corrupt administration and was overthrown in popular revolt in 3077.

Khanat, Sage Near-legendary despot of Jasp who was deposed by popular revolt in 3077.

Khardarren Wealthy Burdothian family. Several generations of this family have proven themselves to be powerful strategists and tacticians in service to Khodre Allonkarb and Khodre Dhardrenn.

Khodre, Saress Ruler of North and South Khodre. Half-sister of the current dharsage of Burdoth.

Ko-Trid, Klein Tan-Iricid thriddle who negotiated end of Energy Weapons War. He now lives on Ehvans and has had only limited dealings with Ardoth since the signing of the Klein-Khodre Accord.

Kol, Gire Legendary first ramian pirate. Although hated by own people for becoming a pirate, he saved them from a plague with raids of other lands for shirm-eh.

Krose, Danthro Respected Ardothian drenn who has travelled the world and carried his tales back to eager audiences.

Mayatrish Wife of Paul Gauss. Between 609-616 PC, Gauss and Mayatrish protected the growing numbers of human mutations and Iscin races. Mayatrish is honored as a diety among many of these races.

Sarla Vintner of S'nabla who created process used in making sarla wine.

Shandane, Learric Sholisian general who, in 3007, saved Ardoth from demise at the hands of the crugar. A district of Ardoth is named after him. §

Sho Copra Tra Sholari shantha who taught isho powers to Caji Gends.

So-Gomo, Stanra Thriddle querrid who let slip to Khodre Dhardrenn the fact that thriddle had known of more Earth-tec that they had not revealed during the Energy Weapons War. This caused Khodre to have all thriddle expelled from Ardoth.

T'san, Salmansi Sydran leader who took his people out of Elds and into Glounda Forest. §

Tarsory Powerful but eccentric family of Heridoth that has fallen in power over the past few decades. CA

Tarsory, Yan Gizer Charismatic and eccentric cousin of Khodre Allonkarb. Responsible for Prince Allonkarb's involvement in the war in Heridoth. CA

Terassi, Hulsan Tologran dictator overthrown in 2677 PC with aid from ramian.

Trohan, Rhan Current chell of Ardoth. §

Torran, Darthis Chell of Ardoth who fell victim to crugar attack during the Energy Weapons War. He was temporarily replaced by Rhan Harsri. CA

Crugar with hak-frist over recent kill

A NIGHT ON THE TOWN

Introductory Solitaire

This mini-adventure is designed to allow a sholari to go through a short scene and experience the feel of a small adventure for SkyRealms of Jorune. There are eleven possible finales, from death in a rubbish pile to winding up safe with more money than you started with. Refer to the Sholari's Glossary for unfamiliar words.

First create a character, or use an NPC from the Third Edition book. When the adventure tells you to roll, it means roll 1d20 for your character, and, when appropriate, another 1d20 for your opponent(s). Use a pad of paper to keep track of Stamina points for you and your opponents in combat.

THE ADVENTURE BEGINS: You are in Quay's Illidge, a homey neighborhood public house in the Oiders district in Ardoth. It is a nice, warm evening in late eris and the city has been fairly peaceful lately. The room is lit by candles and the occassional Light Orb of a muadra who feels he can spare the isho. The patrons are a comfortable mix of humans, boccord, muadra, woffen, bronth and trarch. A few competitions of strength are taking place as contestants lock hands and those around them place bets with clinking gemules and gemlinks on the table. Your money is getting tight, though, and you can't afford to lose a week's living money. Your meal and drinks come to two and a half yules so you wander over to Quay, the owner of the establishment. Roll for Spot. If you succeed, go to **E5**; if you fail, go to **C7**.

A1 How sad. You aren't even awake to watch how cleanly the beagre pick your body. There are dozens, so by morning you are just a pile of bones and the least favorite bits of meat. Even your clothes have been eaten. You are very dead. Oh well. ***END***

A2 Quay summons his corastin bouncers and asks them to bounce you. Roll on Agility to avoid their grasp. If you succeed, go to **C5**; if you fail, go to **D7**.

A3 If you hit the trarch, roll for damage (he wears no armor). While the trarch charged, the yords moved into position; they now have him on the floor and the yordin calls for them to drag him off to herris. The yordin turns to you and says there will be a reward for catching this fellow; he is passing phony gemlinks for the ramian. By helping the authorities *prove* that these counterfiets exist, you have helped Burdoth in its ongoing intrigues against the ramian. You leave Quay's for a quiet night's sleep at the Shen. You start dreaming about how big the reward might be .... ***END***

A5 Roll for your attack. If you hit, roll for damage. The two dytes (or the surviving dyte) can each take 14 points of damage at the beginning. Using the charts on the Sholari Screen (or pages 113-115 in the Third Edition), keep track of damage and injuries for the dytes. If both dytes are still up, go to **C4**. If one dyte is down, go to **B1**. If both dytes are down, go to **D1**.

A6 Choose your defense and roll. If you succeed, go to **B6**; if you fail, roll for damage and go to **B7**.

A7 On the way to the docks you get jumped by dyte punks. Go to **C4**.

A8 You say hello to Quay and have another drink. Roll on your Spot. If you succeed, go to **E5**; if you fail, go to **C3**.

B1 The surviving dyte is driven to a backup weapon and draws a sword. He has a 9 skill. Choose your defense and go to **E1**.

B2 The corastins bounce you into an arbrey stack pile in the alley behind Quay's Illidge. Unfortunately, the bouncers drop you on your head. Roll on Constitution. If you succeed, go to **D8**; if you fail, go to **A1**.

B3 The yordin likes you and sends the yords back to the station. In confidential tones the yordin tells you that these counterfeit gemlinks tie into suspicions that ramian have control of some Earth-tec. He thinks the money came from the trarch in Quay's – trarch often hire out on ramian ships. He asks you to keep this information to yourself (which we *know* you will do) and suggests a bright person like you might want to check out the Thriddle Center for a job. With a hearty clap of a hand on your shoulder, the yordin leaves and you head back to the Shen, a little richer and a little wiser. ***END***

B5 Quay begins to understand something is wrong with his money and gets scared. Roll on your Social skill again to calm him down. If you succeed, go to **F1**; if you fail, go to **A2**.

B6 If you choose to fight, go to **A5**. If you choose to run, you get about 1d6 yards. Roll your Withdraw. If you succeed, you go another 1d6 yards and roll again. If you get 3d6 yards away, you successfully escaped and retreat to the safety of your room at the Shen. Go to **E6**. If you fail, go to **B8**.

B7 Keep track of your Stamina and injuries according to the charts on the Sholari Screen or on pages 113-115 of the Third Edition. If you have no Stamina left, go to **F3**. If you have Stamina left, go to **B6**.

B8 The dytes have cornered you. You must fight at least one round against them. Go to **C4**.

C1 If the dyte succeeds with the sword, go to **A6**. If he misses and you want to fight, go back to **A5**. If you now want to run, roll on your Withdraw. If you succeed, go to **E7**; if you fail, begin **C1** again.

C2 Yordin Domo Cor and his squad of four yords arrive. The yordin is a well-dressed woffen drenn with a commanding manner. When he enters the room the gambling stops and everyone gets very quiet. The yordin begins to question you and Quay. He asks a few good questions, and announces he is fairly sure you are not part of a counterfeiting ring, as gemlinks are cut with laser torches. But *someone* is able to make false crystal currency. Roll your Spot. If you succeed, go to **D7**; if you fail, go to **D2**.

C3 It's a really boring night – no bar fights, no drunken muadra showing off their latest dyshas – no one even has any gas. It's getting late. To go back to the Shen, go to **E6**; to order another drink, go to **A8**.

C4 The two dytes each have Lightning Blast dysha. Both of them throw their dyshas. They hit on a roll under 11, so roll twice (once for each attacker). Roll on your Agility to evade each hit. If you succeed, go to **B6**; if they hit you, roll for damage and go to **B7**.

C5 You run outside, into an alley, and hide in the rubbish heap behind a butcher shop. There are lots of bits of rotting meat and fat and bone, combined with the natural stench of beagre as they scavenge in the pile before the arbrey worms break down the material for fuel. When the corastin have gone you hurry back to

the Shen for a bath and a night's sleep. You have to start looking for work tomorrow. ***END***

C6 You tell the yord about the trarch, who bellows a battle cry and charges you with his upraised club. Roll for your weapon, your Agility (to dodge), *or* Withdraw. If you succeed on your weapon, go to **A3**; if you fail, go to **D4**. If you succeed on your Agility or Withdraw roll, go to **E2**; if you fail, go to **D3**.

C7 Get your change and leave the illidge. If you want to go back to your room at the Shen, go to **E6**. If you want to take a walk by the docks before turning in for the night, go to **A7**.

D1 You check the pockets of the fallen dytes, just to see if the evening is going to be a total loss. They have 1d6 gemlinks between them and two bags of red crystals, worth about two gemlinks. You hear people calling out from nearby buildings – "Did you hear something?" and "I think it came from over there." To go back to the Shen, go to **E6**. To go back to Quay's, go to **A8**.

D2 You ask the yords if you can exchange your counterfeit gemlinks for the real thing. The yordin sighs and tells you that he's sorry, but these gemlinks are counterfeit and have to be confiscated – and they can't be made good. Sorry. Go to **E4**.

D3 The trarch club connects with you. Roll for Body Location and Damage according to the charts on the Sholari Screen or pages 113-115 of the Third Edition. The yords are able to subdue the trarch and the muadra yord casts Faint dysha, which causes the trarch to pass out. If you are still alive, the yords will help you back to your room at the Shen. They tuck you in and suggest you not let the trarch find you in Ardoth tomorrow. You agree and fall asleep, only to have very bad dreams. ***END***

D4 The trarch dodges, but the yords have him on the floor before he can reach you. It takes all four yords to hold him down and he keeps screaming "Kill you. Zhak kill you!", so you think it would be a good time to slip out quietly and catch a good night's sleep. You suddenly want to leave Ardoth early tomorrow. ***END***

D5 The yordin remembers you. If you want to get some information out of him, roll your Social. If you succeed, go to **B3**; if you fail, go to **D6**.

D6 The yordin eyes you suspiciously – are you up to something? You feel very uncomfortable talking to five uniformed law officers, one of whom is a drenn with an unnerving ability to quiet a noisy illidge. You smile sickly as the yordin says, "I'm going to be keeping my eye on you." The five leave you and you quickly make your way to the Shen for a good night's sleep. You suddenly have the idea that it would be very good if you left Ardoth early in the morning! ***END***

D7 One of the trarch in the crowd seems very nervous. If you want to tell the yordin, go to **C6**; if you want to keep it to yourself, go to **D2**.

D8 You take damage as for a fall (see the charts on the Sholari Screen), but you aren't unconscious unless you die in the fall. If you are still conscious, you see the open mouths of scavenging beagre who are ripping their way through the pile for their supper. You jump up and run away from the corastin and the beagre. You drag yourself into the Shen and use one of your counterfeit coins to pay for a hot bath. It's been a rough day. ***END***

E1 If you choose to fight, go to **C1**. If you choose to run, you get about 1d6 yards. Roll your Withdraw. If you succeed, you go another 1d6 yards and roll again. If you get 3d6 yards away, successfully escaped and retreat to the safety of your room at the Shen. Go to **E6**. If you do not escape, go to **B7**.

E2 The trarch brings his club down but you are no longer where you were. As the spike in the club sticks to the floor, the yords have the trarch on the floor. He keeps screaming "Kill you. Zhak kill you!", so you think it would be a good time to slip out quietly and catch a good night's sleep. You suddenly want to leave Ardoth early tomorrow. ***END***

E3 Quay can't understand what you're babbling about, and he doesn't like being yelled at. Go to **A2**.

E4 Quay is hiding his face behind the keg of rusper he is transferring to the bar from the back room. He says he's sorry, but he can't be responsible for the bad gemlinks. If you want to try to cajole him into splitting the loss, roll your Social. If you succeed, go to **F4**; if you fail, go to **E3**.

E5 Something is wrong with your change: It looks a little strange. You try to tell Quay. Go to **F2**.

E6 You go back to the Shen, go to sleep and nothing happens. Have a nice life. ***END***

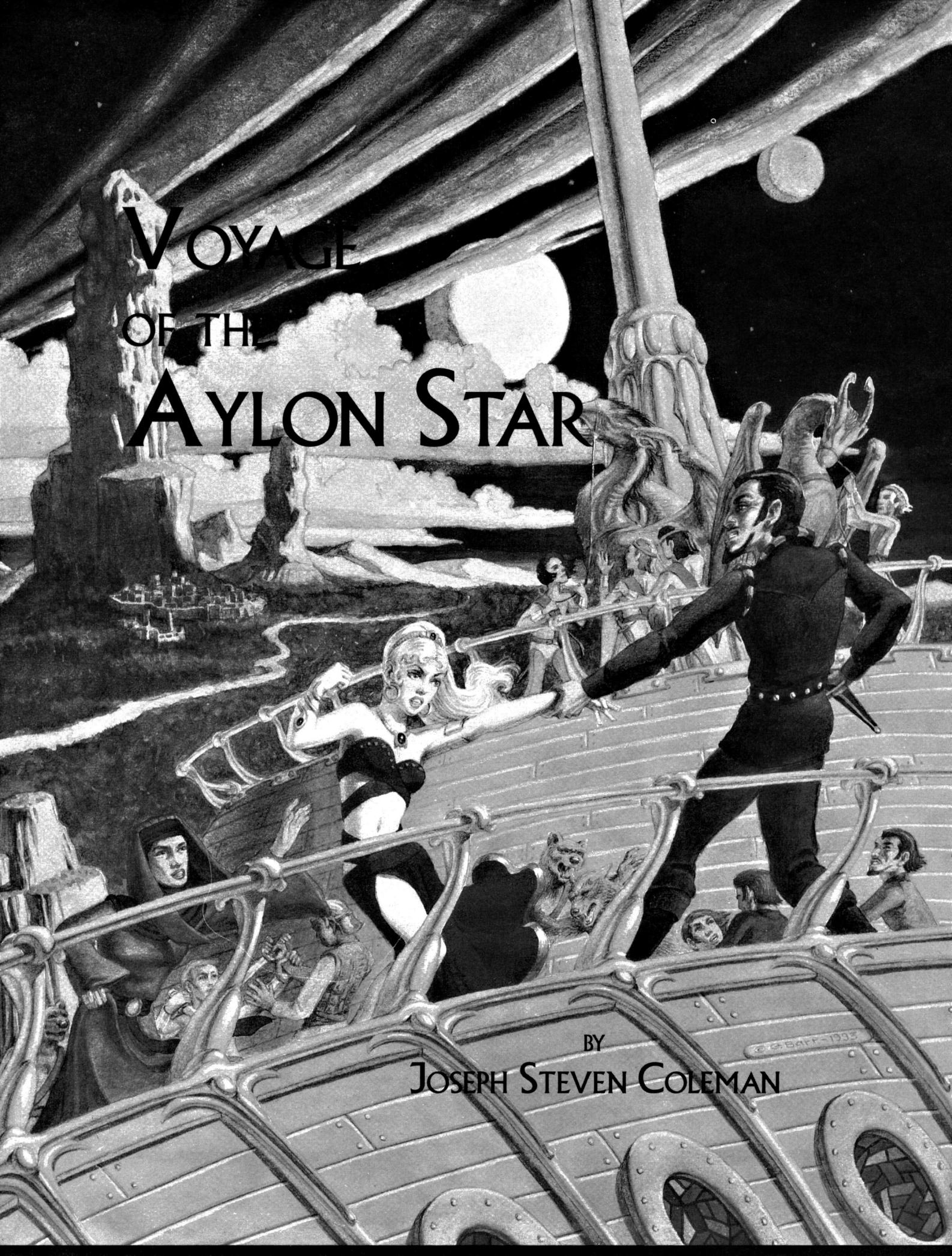
E7 You are able to break away and run back to the bridge between Oiders and Es'Wother. If you want to go back to the Shen, go to **E6**. If you want to go back to Quay's, go to **A8**.

F1 You make an eloquent speech about the value of friends, and good word-of-mouth for keeping his customers growing. Quay pouts and says he can't really afford it, but he gives you eight gemlinks to tide you through the next week, until you get your next paying job. While he is counting out your money, his blount spills some stomeh on a finely dressed muadra, who begins cursing and threating to burn down the illidge. Quay panics and makes a mistake; he shoves some money into your hand as he rushes to calm his soggy guest. One of the coins is a gem – you have more money now than you did when you came in! You slip out quietly while the muadra rants about his ruined clothes and scamper down the street a few buildings. The yordin and his four yords are coming out of Quay's and walk your way. If you want to talk to them, go to **D5**. If you want to go back to the Shen, go to **E6**.

F2 Quay has broken up too many bar fights and been hit over the head with a stomeh jug a few times too many – he doesn't understand what you're saying. Roll on Social to get through to him. If you succeed, go to **B5**; if you fail, go to **A2**. If you want to call for yords, go to **C2**.

F3 You are dead. Dead is dead. The dytes take your last few links from your still smoking, lifeless body and run off into the night. ***END***

F4 Quay buys you a free drink and asks the blount working behind the bar to go find Yordin Dromo Cor to help figure things out. If you want to wait, go to **E4**, if you want to go home, go to **E6**.


VOYAGE
OF THE
AYLON STAR
BY
JOSEPH STEVEN COLEMAN

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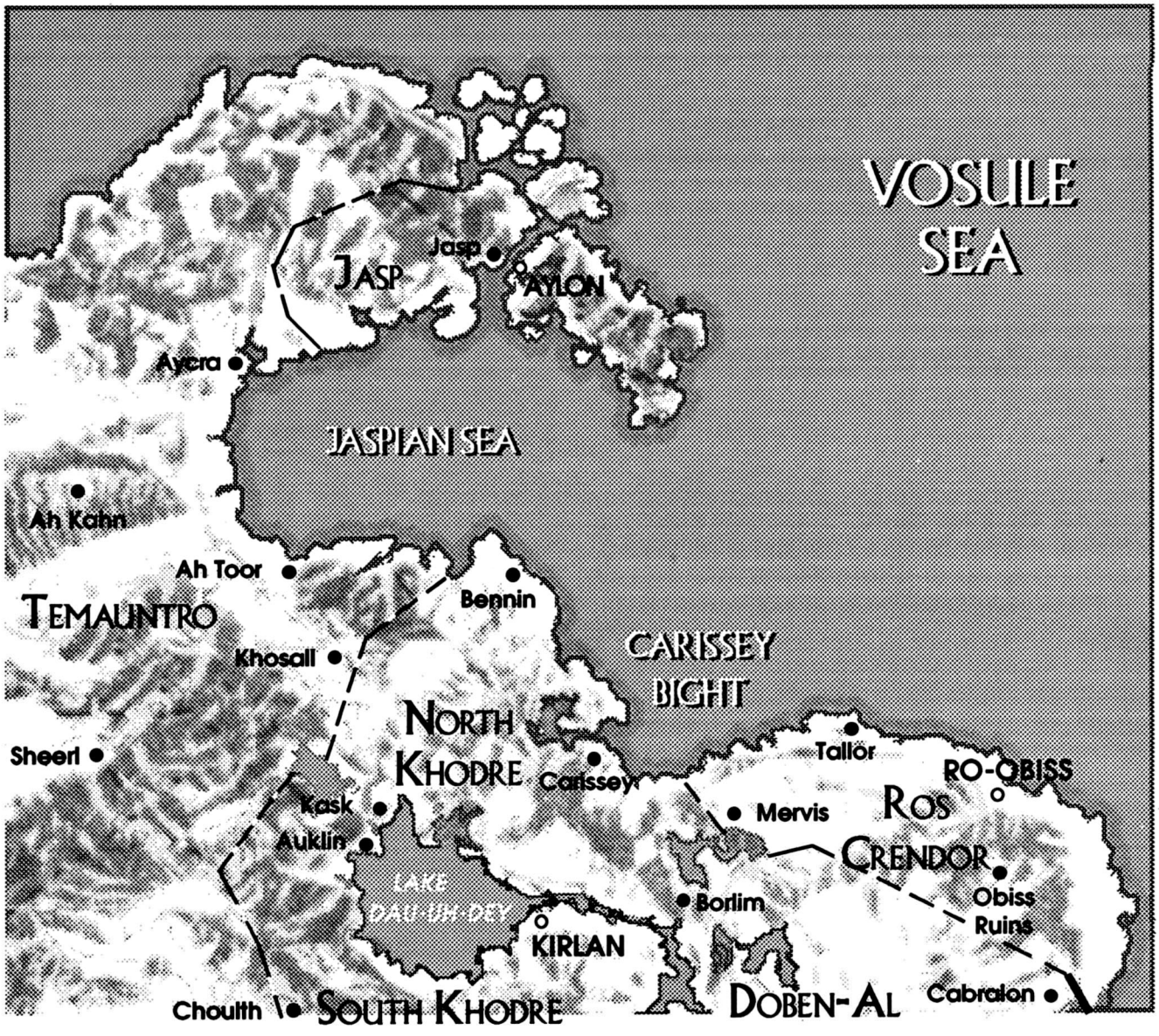
Printed in U.S.A.
SRP 2001

ISBN 1-883240-02-6



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Voyage of the Aylon Star

A SkyRealms Adventure by Joseph Steven Coleman

Adventure Outline

Your players begin in Aylon, the capital of Jasp. It is up to the sholari to decide why, but give your team a need to get out of town – a failed attempt as thieves or a bad debt works well. With help from a likable scoundrel bronth who runs the Night Fires inclep, they are able to get out of town on a skyship.

The ship is the Aylon Star, the first of a new class of crystal schooner that is capable of long voyages (other skyships ply small, local routes). On board they meet a healer, a messenger woffen boy, a noble lady of Jasp and her matron, and the son of one of Thantier's most powerful families.

During some relaxing time in the main salon of the ship, a kidnap attempt takes place – the Thantierian intends to kidnap the Jaspian woman, who has refused his offers of marriage. The adventurers might want to prevent Prince Tanoli and his thugs from removing the girl against her will.

While the kidnap attempt provides the main thrust of the adventure, crystal schooners also encounter skyrealms of varying sizes as they travel the aerial isho currents. The Aylon Star may dock at a number of skyrealms (as the sholari chooses) or may simply dock at the skyrealm provided here.

The isho currents are not as simple as ocean or river currents; transitions from one to another are difficult, often dangerous and sometimes lethal. Ships of poor construction break up easily during these transitions and even well built ships have been found scattered along the landscape. Current changes may be used by the sholari to change the direction of the game, to maroon the players in a new landscape or to break up a boring point in the game.

Additional adventures can be generated by following the kidnappers to their homeland, by following the woffen boy as he delivers messages of a meeting of the Iscin races to unify the Children of Iscin, or by taking the Aylon Star to a port of call on its route.

History of Jasp

Jasp is a human realm at the far northern tip of the Temauntro land mass. The land of this region is dominated by permanent glaciers and ice fields, but isho anomalies in the Jaspian Sea provide a temperate zone in the coastal regions and the strait between the mainland and the large island of Jasa. The southern edges of the realm open onto broad, fertile flood plains shared with Jasp and the cygra of northern Temauntro.

The origins of Jasp are said to be from the remnants of an Earth colony that was abandoned during the Human-Shanthic War. A settlement called Jasp was founded on the Aylon Strait in the first century after the war, but had to be abandoned because of vulnerability to attacks by sea and by land. Several human groups moved south and settled a series of small farming communities that were in place when the cygra arrived in the early part of the second century. Most of the original Jaspians, however, were reluctant to give up the rich fishing shoals found in the Aylon Strait and moved to establish a series of defensible fortifications at the mouth of a natural harbor.

Old Aylon was settled in an easily defended deep fjord as a fishing village. Ramian Gire sometimes scouted the coasts and Aylon fortified itself with the Great Wall that still stands surrounding the heart of the original city. The security provided by the Towers and the Great Wall provided a setting that encouraged indoor activity and study during the long cold season.

The mountains behind Aylon and across the strait at the old Earth colony sites revealed themselves to hold comparatively massive veins of crystal, along with rich metal and minerals. Child rearing groups similar to the Gauss klades formed to promote communal child-care while the adults worked in the mines and began robust smithing and shipbuilding industries.

The trade that began between the farming communities of the southern plains of Jasp and the city of Aylon expanded along the coastal regions as far south as Ros Crendor. Jaspian traders used their inclination for scientific study to map the treacherous currents churned by the isho acitvity in the Jaspian Sea; most settlements were content to allow Jasp to take the risks. Many ships never made it back and it was not until centuries later that Jasp would cooperate with the salu to create reliable maps. With small ships and crude maps that were as much fancy as fact, the early Jaspian traders built a small empire that would become the foundation for present day Jasp.

Scientific curiosity led to the exploration of the inland regions near the trading stops. By the time of Paul Gauss and Mayatrish, the Jaspian traders held a place in early Joruni history as adventurers and trading masters. The Aylon version of the klade system was exported with the other goods of the fleet. Traders found that several nations had evolved a less formal system that followed the same general precepts. Jaspian raw materials and finished crafts became prized trade goods along the growing routes of commerce.

Within a few centuries Jasp's original creative and investigative fires were dulled by the growth of powerful families who used enormous amounts of their resources to ensure their continued control over the general population. A type of stagnation set in that was to continue for almost two thousand years. A small middle class of scholars and adventurers kept the spirit of discovery alive while the majority of the population concerned itself with the monotony of farming, fishing, mining and light industry and the tiny noble class indulged in the benefits of their family wealth.

The Age of Monsters following the great alignment in the 400's left each family with stories of human children deformed or transformed. There is no record in Jasp of surviving strains of the mutations later established across Jorune and, until contact with a group of salu in the 900's, and the arrival of muadra and boccord in the early 1100's, the stories of mutations were considered local myth within a hundred years.

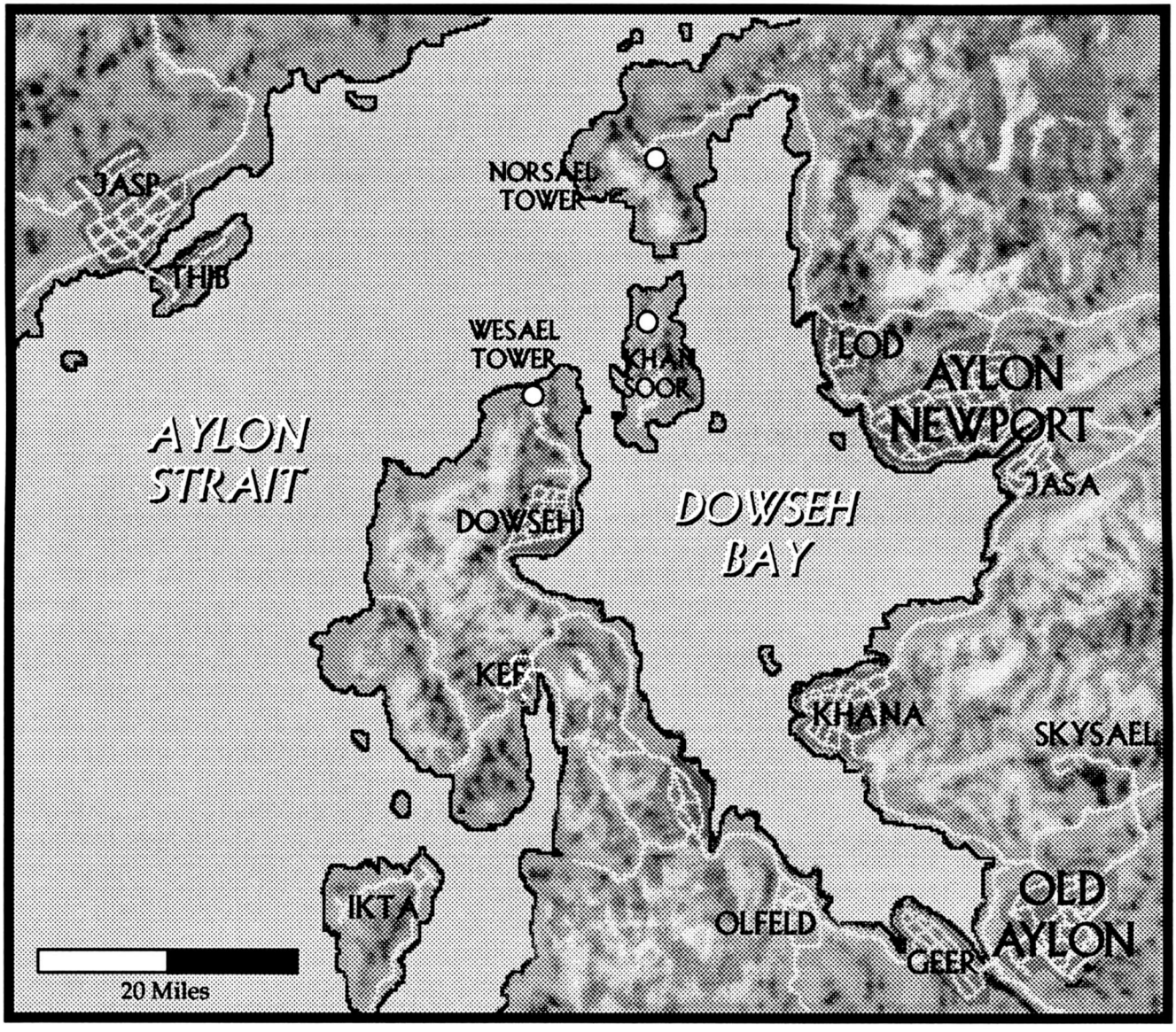
The pure human population remained firmly in control, but in 1105 a boccord party made its way to the old city of Jasp and sought entry into Aylon. The ruling families of Jasp saw that such powerful people could be used in the mines and fleet, but the voracious appetites of their children made them a threatening addition to the community. In 1107 the boccord were given a charter to defend Jasp, to provide porters and laborers, and were given the old site of Jasp as a home of their own. The first boccord representative on the Council of Servants took her place in 1110.

The boccord and muadra had maintained cordial relations since their shared time in Gauss Valley; when word of a boccord sanctuary reached roving clans of muadra in what is now North Khodre, a delegation brought the best of their groups' cloth and carvings to a Jaspian trading port and made the long journey north to plead for a similar arrangement for the muadra. The delegation was received and presented no threat to the families ruling the Council of Servants, but the bias for pure-bred humans was still strong. The muadra were allowed to buy passage on Jaspian ships in exchange for six years of servitude for the nation, but they wered not allowed to live within the walls of the city. Muadra participation in Jasp began in 1164 as a tent settlement of seventy families outside the south wall of Aylon. The harsh crith destroyed the fabric of most of the tents and the following mullin was spent with the help of Jaspian boccord constructing stone buildings that still stand in present day Geer.

The muadra, lacking the physical power of their boccord cousins, established themselves as clerks and craftsmen. Their positions within Aylon's libraries led many to join the exploratory parties that catalogued and mapped the areas considered important by the Jaspian families. Their non-threatening appearance also made many muadras excellent negotiators for the trading fleet, and some muadra became wealthy in Jasp. The city of Khana was built north of Aylon by these successful muadra traders and by 1600 three muadra sat on the Council of Servants.

In 820 a team of Jaspian scholars unlocked the secret of skyrealm levitation while exploring skyrealm pits on the big island of Jasa. Ton Harik is credited with the first Jaspian airship flight over Aylon in 842. He used a small fishing boat sheathed in metal with water and a small stove to heat and cool the crystals lashed to the sides of the ship.

In the early 900's a salu party entered a partnership with Jasp to build a fleet of faster sea-going vessels capable of carrying more cargo and expanding Jasp's range. Jaspian expeditions ranged far and wide, and eventually explored the heart of the Temauntro, the Hobeh, Drail and parts of Voligire. Ayloni scholars became second only to the thriddle in their quest for knowledge and collection of shanthic items, Earth colony relics, Dark Age Jorune artifacts and odd items that have been discovered and are yet to be identified. The Aylon Academy remains a recognized and pres-

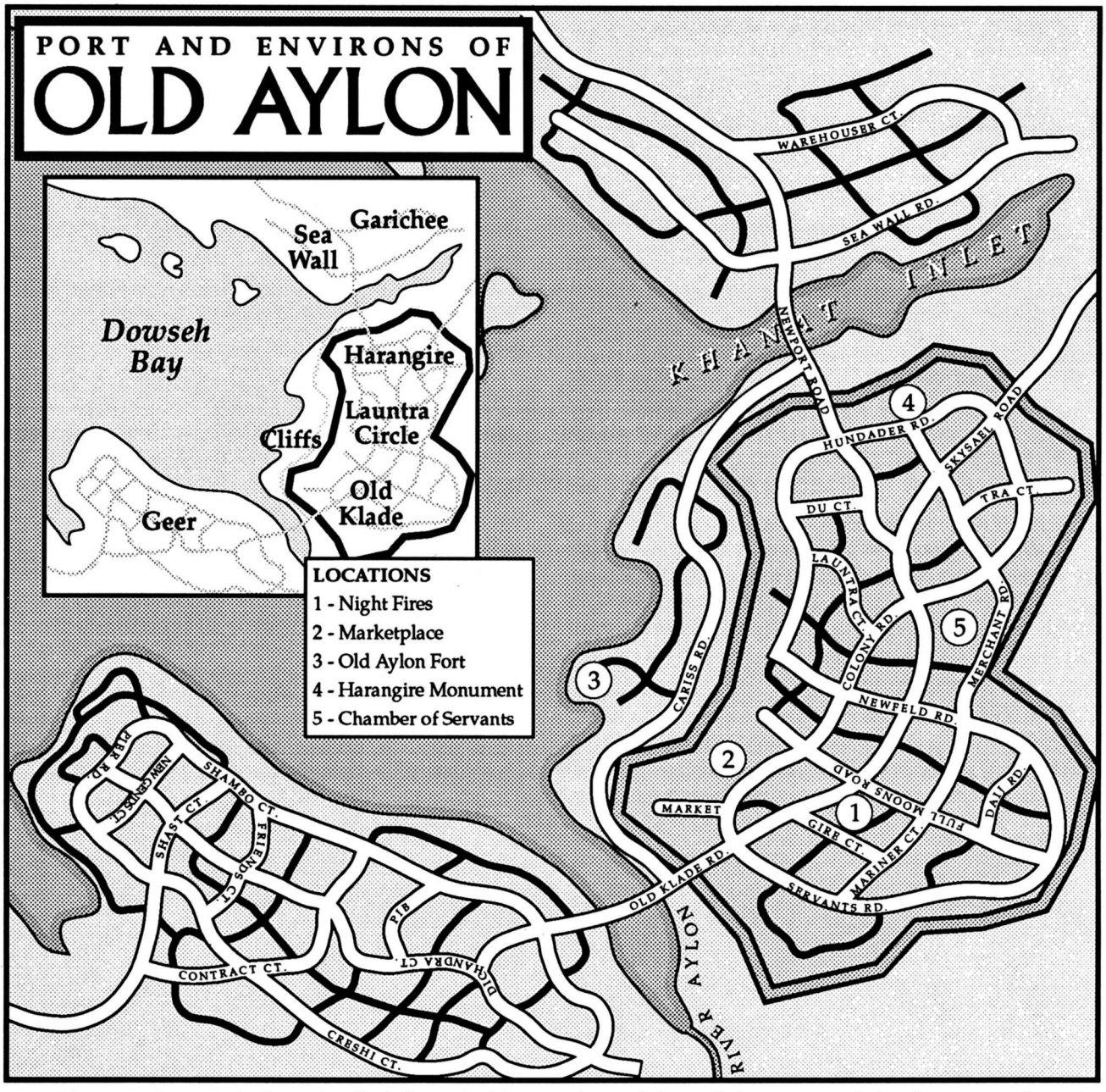


tigious training facility for field Iscin, second only to the centers in Gauss Valley and Tan-Iricid. In the second millennia, Jasp opened extensive agreements for trading information with Tan-Iricid.

In 955 a ramian fleet was spotted in the northern edge of the Aylon Strait. As Aylon prepared to launch an attack against the fleet, Chiven Rachu-eh Kah Denni Harangire, unarmed and alone, rowed his way from the fleet south along the coast until he reached the wharves outside the walled city of Aylon. He brought crystals and beautifully wrought jewelry. He called out to the warriors awaiting him on the docks and asked to trade his goods for an audience with the Council of Servants.

Under heavy guard, Kah Denni Harangire was admitted to the council chambers on the first day of Auss in 955. In his thick ramian accent he explained the significance of the purple stains on the sides of his head and told a horrific tale of whole populations of ramian decimated by famine and plague. He asked to trade what the Gire could provide in exchange for food and shirm-eh, which their scouts had found growing in abundance in the southern reaches of Jasp. He offered himself as hostage to insure the peaceful relations between Jasp and Voligire, if Voligire survived.

The learned fear of ramian vied with the greed for the vast quantities of booty the Gire had collected, and greed won out. For almost two hundred years Jasp maintained its proper face of trader and scholar for the ships using the southern edge of the strait, but conducted clandestine trade with the ramian. The treasure houses of Jasp became the greatest of Jorune.



The ramain watched as the fledgling airships were designed and tested. In 1162, after over 200 years of peaceful cooperation in their dealings through a secret port near the northern limit of the Aylon Strait, a Gire called Ko Jey Garichee decided airships were a wonderful thing and should belong only to ramian. In a surprise raid on the secret crystal mines of Jasa, the ramain made off with the makings of several dozen airships. The following mullin, a great ramian fleet set sail for Jasp to loot the booty the ramian Gire had traded to Aylon.

Jarman Geer, a muadra who had designed several successful airships for Jasp, hurriedly constructed a small fleet of ships that were little more than rafts and canoes with crystals and the devices required for heating and cooling the primitive jarkis. Several were kept aloft at all times to watch for the expected ramian attack and on 14 Mullin, when word came that the fleet was approaching, Geer's ragged armada went aloft with firepots, fire crystals and iron tipped drops released from the flying platforms. These heavy tipped missiles were designed to gather speed as they fell and pierce the hulls of the Gire ships. With a system of colored flags still reflected in the colorful clothing the Jaspian people wear beneath their heavy furs, Geer directed a successful attack on the invading armada. Between these aerial attacks and those of land-based catapults, thousands of Gire perished in the cold currents of the northern sea, but Geer permitted a single ramian ship to escape and spread word of the fleet's destruction.

Aylon has not been attacked since that day.

In 3077 the citizenry of Jasp rose in revolt against Sage Khanat, a despot who drained the wealth of the trading fleet and left the people starving during a particularly severe crith in 3076. A new government was formed, replacing the informal machinations of the great families with an elected and reformed Council of Servants. Aylon now is home to the elected Sage of Jasp and a great Council of Servants, the elected representatives of the citizenry.

After the ramian invasion of Burdoth in 3113, thivin entered the scene on Jorune. By 3200 a small enclave had established itself in southern Jasp to take advantage of the plentiful supply of raw materials for their exquisite weapons, crafts and weavings. Thivin products are a major part of Jasp's current manufactured exports.

Over the past three hundred years Jasp has become home to a number of communities, including a small group of ramian who have renounced ties with Voligire and who claim to be direct descendants of Chiven Rachu-eh Harangire. Many of these ramian serve as business agents in Jaspian trading offices around Jorune.

Jasp Today

Jaspians pride themselves on their enlightened attitudes toward the other races and welcome any visitors who will abide by their liberal code of laws. The larger cities serve as commercial and political centers for scores of small farming, mining and fishing villages scattered throughout the rough countryside. While each group tends to isolate itself in the vast network of rural villages, the Aylon area has become a blend of cultures, which has resulted in a cosmopolitan capital considered the most beautiful city in the world.

Jasp continues to receive transients: miners from Khodre, condrij from Ros Crendor, failed tauther from Burdoth, students to the Aylon Academy, children sent by hopeful parents to learn in the great old klades of Jasp, or others seeking a new life. Most of the immigrants are hardworking, honest people who can quickly fit into the society of Jasp. Most make their entry through the capital of Aylon and live in the lower-cost housing of the Old Klade and Harangire districts. These areas tend to be higher in crime, although a "high crime" area of Jasp would be considered a safe neighborhood in Ardoth.

The great trading families continue to hold a great deal of power in Jasp. A few members of the Khanat family still work as merchants in Jasp, trying to remove the black mark on their family name through scrupulous dealings and contract managements. Contracts negotiated by the Khanat family are still used as models of fair and profitable trading.

Jasp maintains an impressive fleet of ocean-going vessels following the basic design of the salu chausis, modified for additional cargo.

Crystal schooners began to explore the isho currents above Jorune. Many did not return, but by the early 3100's stable maps of isho flows made it possible for a limited number of voyages to open trade routes deep inland. These ships also offered a unique chance for muadra isho masters to serve as trimsmen, earning a new place in the structure of Jaspian trade and creating the most powerful muadra families on Jorune. Muadra trimsmen on crystal airships trace their good fortune to Caji Doss, who brought the Way of Gends to Jasp in 2947.

Muadra caji and copra are now respected members of Jaspian society and government. Dytes are severely punished by either legal process or exclusion from the vital community of muadra that flourishes in Jasp. Jaspians have little tolerance for criminal behavior and have evolved a strict code of laws that focus on the individual repsonsibility of each person. Traditional punishment requires restitution to victims, a period of time in involuntary servitude, and the possibility of exile. The old tower at Norsael has been converted to serve as a prison for those criminals Jasp considers incapable of making restitution.

There are two types of servitude in Jasp: bonded servants and impression of criminals to servitude. Bonded servants are created by chattel contract between a business, family or klade. These contracts are supervised by a committee of the Council of Servants and provide that the servant receive food, shelter, medical care and training in exchange for his labor. Contracts are for a specific number of years and at the conclusion terms usually call for a cash payment to begin a new life. Impressed servitors are those criminals who must make restitution to a victim or to Jaspian society through their work in the mines, on ships, as personal servants, or other labor as defined by the courts for their crimes. If one is sentenced to servitude, the terms are far more severe than for bonded servants, including proscribed punishments for attempts to escape or for actions against one's legal controller. Jasp places no stigma on a criminal who has fulfilled his term of restitution, but places an

enormous stigma on an exile. To accept exile from Jasp, rather than honor restitution for a crime, is considered a betrayal to family and country.

From mid-auss to late crith violent storms of wind, ice and isho buffet Jasp during the peak of the cold season. At first thaw, usually around mid-eris, the first airships are permitted to leave the port at Skysael. Within a week the first ships that have been docked at Jasp's licensed docks are in other realms.

Jasp refuses to wrestle for the spotlight with Burdoth, with whom Jasp maintains friendly relations. The Council of Servants recently honored Burdoth by taking the name "Dharsage" for their ruler, replacing the ancient "Sage." The value of Jaspian airships to the various ruling bodies of Joruni nations is high, and Jasp has become a powerful influence in ensuring peaceful relations between countries. Special arrangements are made with many governments to provide exclusive areas for Jaspian ships to dock for repair or to wait out bad weather. A certain amount of contraband is expected in the enormous territories covered by the Jaspian schooners, but Jasp's refusal to participate in military actions between countries has developed with a blind eye to the shadow market the ships may serve (particularly when such sanctioned smuggling is to the benefit of each country granting passage).

Jasp has a large population, thanks to the success of durlig plantations in the southern reaches close to Temauntro and Khodre. In the past generation the population has more than doubled through immigration of non-human races. The population has flourished with 160,000 inhabitants in the capital of Aylon and a national population nearing one million. One half of Jasp is pure-bred human; the rest are muadra, boccord, cygra, thivin, corastin, woffen, salu, bronth, thriddle and ramian (in order of community size). Salu, woffen, trarch and thriddle tend to be seasonal visitors, travelling south to Khodre or other southern realms to avoid the cold Jaspian crith.

Citizenship in Jasp differs from the drenn system of Burdoth. Jasp requires a period of training, a series of examinations, and an oath to renounce all other allegiances. Citizenship is not required to own property or be a permanent resident of Jasp, but is required to hold public office, serve in the militia, or hold a position on any Jaspian ship (crystal schooner or ocean going vessel). Jasp is quite proud of the corastin, the two cygra and the one ramian who serve as citizen members on the Council of Servants, although several muadra, boccord, bronth and woffen have also served in the past generation.

The government of Jasp provides medical care to its residents (not just to citizens) and provides housing and other services to the aged. The average citizen is involved in business as a merchant, tradesman, or agent. The durlig plantations provide other crops and a farm work force of less than 20% of the population is able to feed the nation and provide a substantial crop of luxury foods for export. Awareness of Jasp's difficult history (famines, plagues and Gire invasion) make responsibility for the food supply a social requirement. Family gardens are common, with the oldest children at home responsible for the care of the garden. School gardens are also a common site, with each grade level responsible for a separate part of the garden. Clean streets and care for even the oldest buildings are marks of the pride shared by all Jaspians.

Klades played a pivotal role in the history of Jasp, and while many smaller klades have come and gone to suit conditions at various stages of history, the Jaspian klades remain powerful with houses in most major cities of the world. It is not unusual for klades to offer cradle-to-grave housing and food for members, but many young couples prefer to move out of the klade houses and into private dwellings, then send their children to the klade at the age of nine for care and schooling. Families without klade connections send their children to klades to learn a trade, again starting at the age of nine.

Families outside of klades usually consist of two or more generations, their combined children and other adults, related either by blood, jerrids or common interests. It is not unusual for a family to casually adopt or lose members who are not children of a specific couple within the group. Children without families are usually taken in by one of the various klades for care and training in a career. The disabled or unemployed are not given handouts, but take contracts with the government to perform tasks within their ability for the social structure. This may include serving as a porter at the sea or air ports, providing child care in the community, teaching, or filling some service position. While Jaspians do not consider themselves a warlike people, training in at least one weapon is considered a necessary part of any child's education. Most families have a 'heritage' weapon, handed down through the centuries, and the children of that house are trained with that weapon.

Traditional architecture in Jasp tends to be dug into the sides of mountains or cliffs or inset into open ground. Roofs are sloped to avoid the build-up of excessive loads of snow. An average family house may have three stories and house twenty to thirty people. In recent years a variety of foreign architec-

tures have found their way into Aylon and the surrounding communites, and a local committee of Servants must approve each new building to see that it blends with the aesthetic of the existing structures before work can begin.

Residents or visitors without families may be invited in to share holidays with a family group and on Day Refugee (18 Auss) strangers are invited to share a meal with families. This Jaspian holiday commemorates the day in 740 when the people of Fortress Aylon welcomed six boatloads of cold and frightened muadra, woffen, boccord, salu and trarch into their homes. The Gendil Klade of Geer weaves massive aerial displays of colorful orbs for the outdoor celebration that follows the meal.

While the travellers from Jasp that players may encounter in other ports are very interesting, life in Jasp itself can be boring and oppressive. When speaking to the average Jaspian citizen, one gets the feeling that he is stooping to speak at the visitor's level. A large percentage of the population is involved in the buying and selling that has made Jasp a major power; they are accountants, merchants and archivists. The severe weather of late auss, crith and early eris make socializing difficult for most of the year. Great gala festivals are hosted by the powerful families during mullin, but outsiders are rarely invited. Day Refugee and its tradition of opening homes to strangers only happens once per year. In any event, social functions tend to be rather flat by the standards of other nations.

Jaspian schools follow a precise course of studies and can kill the joy of learning in any student able to survive the fifteen years of intensive study and fieldwork required for certification from any of the prestigious Jaspian academies. Jasp's continuous line of history also creates a society given to such a stress on tradition and ceremony that it causes many potential emigrees to decline citizenship. Jaspian bureaucracy is based on endless forms and chains of command; flatbed printing was invented in Jasp for the purpose of producing forms. Jaspian attitudes toward theft and other crimes make many adventurers avoid areas within Jasp. Anyone who has a thirst for adventure *leaves* Jasp to experience the world.

Clothing in Jasp is usually dark with multiple layers for the changing seasons, although the wealthy of Jasp enjoy top layers of finely quilted, brightly colored materials with rich furs, gems and finely wrought precious metals.

The Crystal Schooner Monopoly

Jaspian sky schooners are a marriage of the research of outdoor Iscin on the nature of skyrealms, hundreds of years of trial and error, muadra discipline, and shanthic crystal technology. They travel from 500 to 15,000 feet above the terrain. Large crystal structures in fore and aft metal-shielded constructs called "jarkis" provide buoyancy. The exact blend of crystals is closely guarded by Jasp and small devices within the metal shields around the jarkis will crack the crystal in the event of an unauthorized opening. The new Aylon class ships have jarkis carved from a single crystal of isho blends perfect for levitation.

Hundreds of ship types have come and gone over the years, but three types of ships have become "official", and a fourth is planned.

The Scout class is a small two-passenger ship that requires one muadra to control the ship. The second person can be of any race. These ships are used in exploration with Jaspian expeditions.

The Jasp class is a small ship capable of carrying a few tons of cargo. They are excellent for reaching ports unavailable to sea-going vessels. Jasp class ships carry six to twelve people with cargo. Non-Jaspians are almost never permitted on board. Over forty Jasp class ships exist, each plying a trade route between three to six cities in a specific route, necessitated by the currents of underground isho the ships must follow.

The new Aylon class is a larger ship that boasts eight passenger cabins and the ability to carry over twenty tons of cargo. The Aylon class requires muadra to control the crystal temperature with modified frost bolt and fire touch dyshas. Two ships have been completed and more are under construction at Skysael.

The Dharsage class, a large ship that can be used to move massive amounts of cargo (over 100 tons) or to carry troops, is planned. This ship design requires a particularly complex crystal structure with mechanical heating and cooling devices for the jarkis. It may be a year or two before the first experimental ship is ready for flight.

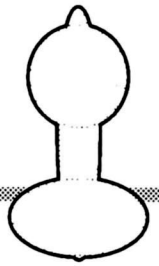
Since schooners do not drain stored isho from crystals, but use the reaction between the crystals and underground flows of molten crystal, the crystals of a single jarkis can remain in service for up to twenty years. Most ships have their jarkis dismantled and reconstructed after eight years.

CRYSTAL AIRSHIPS

Large structures of various crystals (jarkis) are located within the hull of each ship, providing a foundation for passengers and cargo, and bouyancy according to reaction to underground flows of molten crystal. Scout and Aylon class ships depend on caji or copra controllers to raise and lower temperatures within the crystals for elevation and propulsion. Jasp and Dharsage class carriers depend on mechanical heating and cooling systems, although a trained team of caji can control the ships through modified fire touch and frost bolt dyshas.

SCOUT CLASS

Number and registration restricted to diplomatic access.



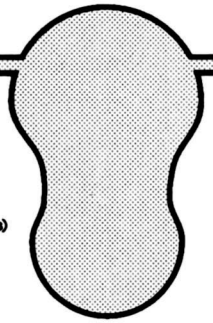
Complement: 1 caji, 1 passenger

Cargo: n/a

Speed: 35 MPH max

JASP CLASS

Brittan Moon (Miedrinth Dowsen Tlon Gauss)
Canad Moon (Dowsen Tlon Yobreh)
Euro Moon (Rhodu Sillipus Tan-Iricid)
Nipu Moon (Dowsen Rhodu Tan-Iricid)
Rus Moon (Rhodu Thantler Kirlan Gauss)
Scanda Moon (Aylon Kirlan Chain Imagri)
Tera Moon (Miedrinth Rhodu Thantler Tan-Iricid)



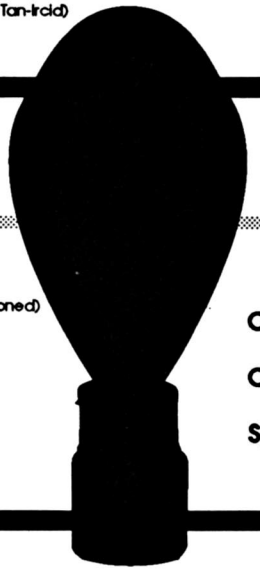
Complement: 12 crew

Cargo: 5 tons

Speed: 30 MPH max

AYLON CLASS

Aylon Star
Dowsen Star (about to be commissioned)
Jasp Star (under construction)
Rhodu Star (under construction)
Burdoth Star (planned)
Kirlan Star (planned)



Complement: 20 crew, 10 passengers

Cargo: 10 ton (15 ton w/o passengers)

Speed: 25 MPH max

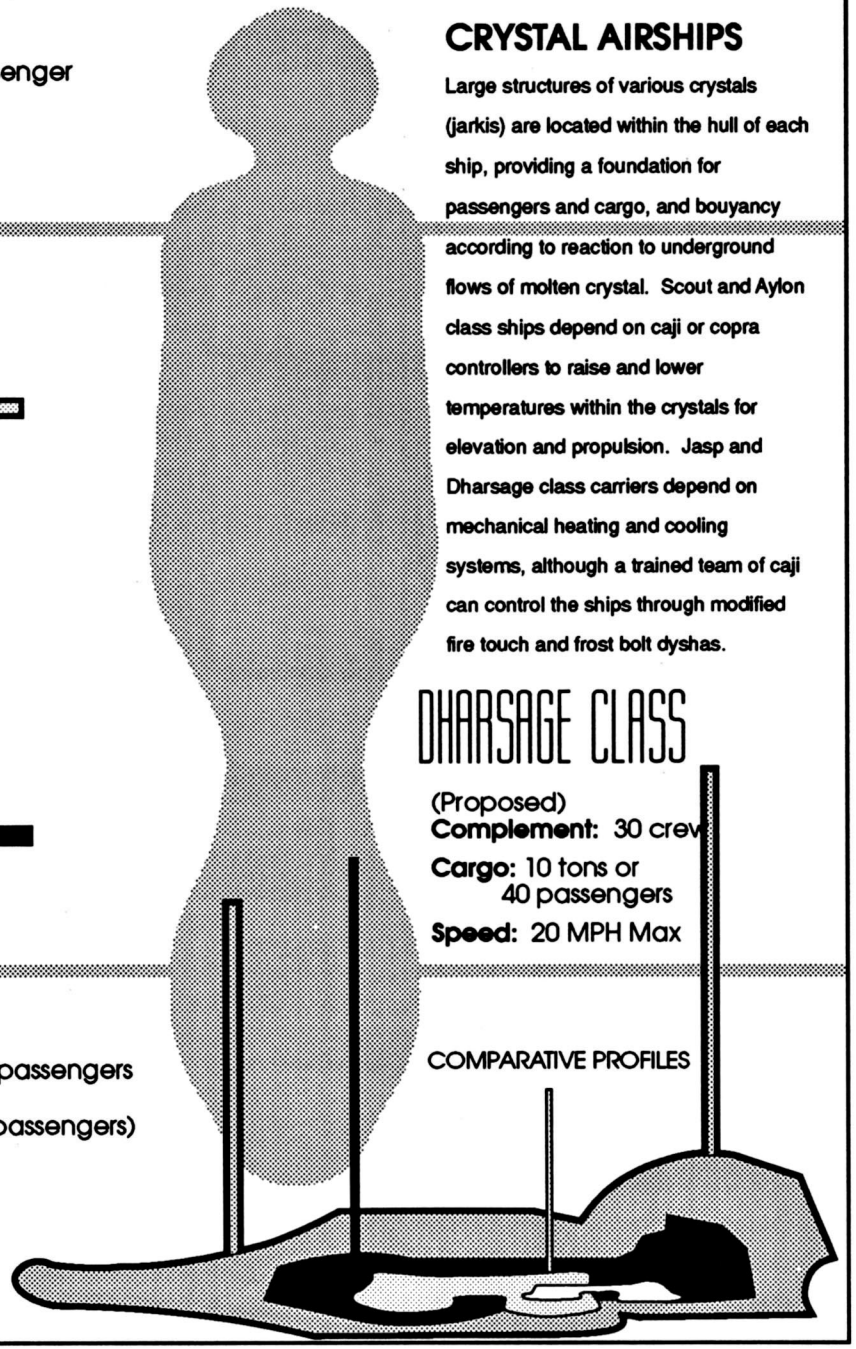
DHARSAGE CLASS

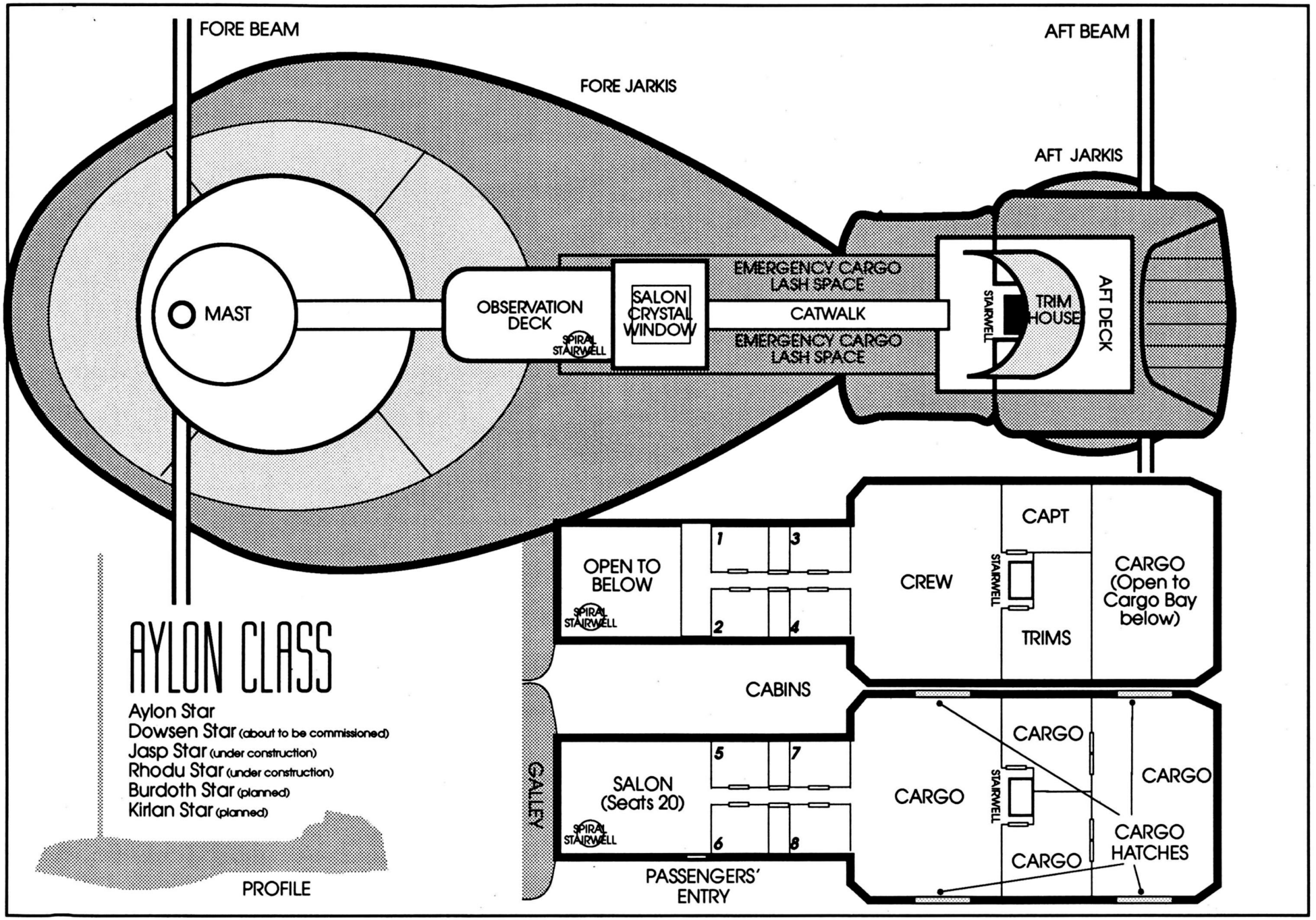
(Proposed)
Complement: 30 crew

Cargo: 10 tons or 40 passengers

Speed: 20 MPH Max

COMPARATIVE PROFILES



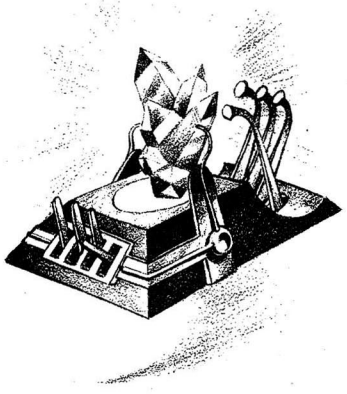

FORE BEAM
AFT BEAM
FORE JARKIS
AFT JARKIS
MAST
OBSERVATION DECK
SPIRAL STAIRWELL
SALON CRYSTAL WINDOW
EMERGENCY CARGO LASH SPACE
CATWALK
EMERGENCY CARGO LASH SPACE
STAIRWELL
TRIM HOUSE
AFT DECK
OPEN TO BELOW
SPIRAL STAIRWELL
1
2
3
4
CREW
CAPT
STAIRWELL
TRIMS
CARGO (Open to Cargo Bay below)
CABINS
GALLEY
SALON (Seats 20)
SPIRAL STAIRWELL
5
6
7
8
CARGO
STAIRWELL
CARGO
CARGO
CARGO
CARGO HATCHES
PASSENGERS' ENTRY
AYLON CLASS
Aylon Star
Dowsen Star (about to be commissioned)
Jasp Star (under construction)
Rhodu Star (under construction)
Burdoth Star (planned)
Kirlan Star (planned)
PROFILE

Jasp's Secret Weapon

Jasp fosters the awe in which other countries hold their society, their ships, and their uncanny ability to provide assistance to ships thousands of miles from home without any apparent time for distress messages to be conveyed. Myths of telepathy are not actively denied, but the truth is simpler.

There is a harmonic that exists between crystals of similar isho, shape and size, but in 3406 Jaspian miners discovered a large block of crystal with unique properties. Pieces broken from the main crystal vibrate in sympathy to each other when any one of them is struck, creating a planetary 'party line' of secret communications between the ships and Jasp.

By studying the crystal and its chips, the Jaspians created a very primitive 'crystal radio.' This radio cannot carry voice, but a click code serves to keep the ships of the fleet in touch with the port of Skysael. Orders can be issued, distress signals relayed, and changes in schedules effected without the knowledge of any other group. The crystal radio is only revealed to ship captains and first mates; even the crew does not know the device is on board, secreted in the wall of the captain's cabin.



In the past few years, the thriddle have begun to suspect such a device exists and have quietly issued word to their more trusted querrids that a substantial reward will be paid for information about the radio. A small fortune will be paid for the delivery of a specimen of the mechanism, working or not.

The radio crystal is similar to what the thriddle already have. They're more interested in the source of the Jaspian crystals because their supply is limited and must be used by thriddle awaiting cleash at possible warp sites. The Jaspian radio crystal, however, proved to be only a precursor to the discovery of a skyrealm sized chunk of pure, blended crystal ideally suited to schooner jarkis construction. Muadra have become master crystal cutters for the new Aylon fleet and estimate more than two hundred Aylon class jarkis could be constructed from this single crystal.

The existence of the crystal structure is Jasp's greatest secret.

Schooner Mechanics

The routes of the schooners follow secret mappings of molten crystal flowing beneath the surface of Jorune. The reason medium sized airships run the same routes, rather than making long voyages, is that the crew must constantly map changes in the isho flows to relay to Skysael in Jasp. The ships follow hundreds of skyrealms that float above the surface of Jorune, but are able to navigate from one flow to another to make long voyages to the civilized centers of the planet a reality. Over the past twenty years Jasp and Tan-Iricid have entered secret agreements to provide accurate maps for the sky schooners.

Ships are not able to cross the Doben-al at all because of isho anomalies in the vast desert. Additionally, only under rare combinations of the correct moons and isho weather may Ardoth be approached by crystal schooners. This may happen one day per cycle of Du (sholari's choice as to which day). Burdoth's Dharsage has been trying to develop a different type of skyship that uses blends of smaller crystals contained in an isho-resistant moss from certain freshwater lakes found at various locations across Jorune. The project is strictly controlled, but there are rumors that a very large experimental ship broke up off shore of Ardoth in mullin of 3491, apparently on a test voyage. The following day Burdothian marines in lanteen sailed cutters forced fishermen from the area while they retrieved debris and bodies.

Skyships are controlled by changing the temperature of the crystals within the ship's jarkis. Heated crystals are repelled from the ground; cool crystals sink to the ground. The original skyships were controlled by boiler coils, vents and early attempts at solar heating. Many of the newer ships (the Scout and Aylon classes) are controlled by muadra trained in the Way of Gends.

Heating a crystal causes the isho within the jarkis to be repelled by the hot isho within the underground isho flows that shape Jorune's continents. Cooling a crystal causes a descent, usually at a reasonable and controllable speed. The airship will travel with the polarized flow of the isho, meaning that the crystals can be tuned slightly to couple with the natural resonance of the isho flows. A schooner cannot travel backwards through a given flow, but can control movement in 180° of that flow. Forward or side propulsion is gained by keeping a slight difference between the fore and aft (or the port and starbord) jarkis. The cooler crystals dip the ship a few degrees, and the warmer crystals tend to push in the direction of the

cooler crystals. When wind conditions complement the isho flow, sails can be used to increase the speed provided through the jarkis. By tacking back and forth across the isho flow, it is possible to sail "against the current", much as a ship might do against an ocean current.

The captain of the schooner commands a crew of crystal technicians, traditionally called trimsmen. Taking control of a skyship is called "taking the trim." The trimsman on a boiler-controlled ship, however, is subordinate to the pilot, who controls the voyage through heating and venting the jarkis mechanically, as well as through sail manipulation. Isho-controlled ships have a small, open shed on the aft top deck (called the trimhouse) where the trimsmen can have direct contact with a conduit of shaped crystals connected to the ship's jarkis. Three to six muadra are usually assigned to each ship to allow sufficient rest between the grueling shifts.

These ships are capable of sailing on water, if necessary, and each ship has retractable wheels or runners to handle landing on solid ground.

Travel by crystal ship will probably never be a popular experience for passengers. This is because of the dynamics of changing from one isho flow to another. Jorune has a dominant, ambient isho (called alpha isho) and powerful high energy currents (called beta isho). While the ambient isho is almost everywhere, it may not have enough energy to move a levitated ship. Jaspian scholars have used a great variety of techniques to propel airships through these dead zones, from sails to steam-driven air-screws.

Some alpha isho channels, however, move at reasonable rates ranging from 2 to 40 miles per hour. Alpha channels may be separated by valleys of alpha, where the ship's only hope of crossing is to gain enough lateral speed so that it can bridge the gap before it plummets too far down. Crystal ships travel as high as possible because they can trade altitude for velocity, but the cost is stored isho from the jarkis. The increase in speed can be used to propel a ship from one fast moving alpha isho channel, across lines of slow moving isho, to another speedy channel. The speed of a schooner is only limited by the structural integrity of the airship, meaning it is possible to hit speeds that will cause a ship to disintegrate in mid-air.

Transition from an alpha channel to a beta channel is not quite as calm. When a beta channel comes near (indicated by glowing crystals under the trimsman's control or by isho-sensitive plants carried on board for just such a reason), the ship must rise to prepare for the transition. Beta isho channels flow from 35-90 miles per hour, so the transition can be something of a jolt.

During the transition, energy exchanges cause the airship to drop as it gathers speed. A ship may drop as many as 8,000 feet in a single transition taking less than five minutes. 10,000 feet is the recommended change in altitude, but in rough terrain, this may not be enough. These sudden drops can annoy passengers and damage goods.

On a roll of 1-16 on 1d20, you should have no difficulty changing channels. On a roll of 17 or 18, turbulence will be experienced capable of tossing a passenger on the upper deck over the rail (tying on a safety harnes is really recommended). On a roll of 19 or 20, your ship is in trouble.

Muadra Use of Daij

The original "isho police" of Burdoth were normal humans who gained sensitivity to isho use through a fish meat called daij. When a muadra eats daij meat, his trained isho manipulation skills become enchanced. Although daij meat is illegal in most Joruni realms, a blind eye has been turned to trimsman use of the fishmeat to accommodate the benefits of schooner trade.

A trimsman ingests dried daij meat to boost his isho and isho sensitivity to a level where he can control the massive amounts of energy needed to heat and cool the ship's crystals (one ounce of daij meat doubles isho level for twelve hours; see page 30 for more information). While in the trim position, the muadra is in a strong trance to allow complete concentration on the sublest shifts of isho around the ship. The trimsman uses fire touch dysha to heat the jarkis to lift the ship, or a modified version of frost bolt (called frost touch) to cool the crystals. An error in isho manipulation can crack the crystals of the jarkis, causing a sudden descent. A second muadra is usually on duty with the trimsman to serve as pilot and to make determinations about the use of traditional sails in addition to the crystal propulsion.

An unfortunate aspect of the use of daij by isho-using races is a form of burnout that renders the user incapable of holding more than a nominal amount of isho. It also makes the former user's system allergic to daij. Ingestion of daij by a burned out trimsman may have fatal results.

To determine when a daij-user will burn out, take the average of the character's Isho and Constitu-

tion characteristics. This is the base maximum number of years before burnout. For each year of normal daij use up to that point, there is a 1% chance of burnout (2% for heavy use). After the base maximum number of years has been reached, the character must roll under his Isho characteristic on 3d6+6 not to suffer burnout.

The SkyRealm Flow

Crystal schooners follow networks of unseen currents of isho emanating from great underground rivers of molten crystal. The warm molten crystal will rise and, if it remains warm, can force the ground above it to break free, creating a skyrealm.

Iscin from the Aylon Academy studied the life cycles of skyrealms and developed a theoretical method of utilizing the same principles for ships. Their first ships, now referred to as Jasp class ships, were successful, and several of them have been placed in regular service between three and four cities along a circular flow of isho current.

The ship in this adventure, the Aylon Star, is one of two ships of a new design and is capable of month-long voyages (remember, Jorune has 80-day months) covering a vast area of known Jorune.

The shared dependence on the isho current means that skyrealms and crystal schooners can usually be found travelling in the same direction in any given area. Skyrealms are about as familiar as regular islands on Earth. They are considered worth investigation, but because many skyrealms float along at the whim of the isho current, it is possible for a skyrealm to remain unexplored for decades after it floats free of its birthplace.

Skyrealms will move along the isho flow at about 10-15 mph (faster for higher elevations because they are reacting to warmer molten crystal beneath the planet's surface). The crystal schooner will be passing quite a few skyrealms as it progresses on its journey. Remember, skyrealms ride lower in the morning and higher as the day warms.

As Danthro Krose says, "skyrealms are always worth the trouble."

Schooner Trade

Jaspian trade masters have opened trade between most of the countries of known Jorune. Jaspian schooners are operated under the name Jaspian Trading by a cooperative monopoly of the Jaspian government with financing by the merchants, who contract for cargo space at rates lower than those charged the general public.

The Dharsage of Jasp has ordered the courtesy of free diplomatic passage in the event of crisis. 'Favors' provided to each government require a blind eye turned to the 'favors' done for other nations. As a result of unofficial favors to the Dharsage of Ardoth, Burdoth ignores small quantities of shirm-eh shipped to Voligire for supposed medical purposes.

The past ten years have seen a tripling of the Jaspian fleet and the advent of large ships that can be used for large scale shipments along the schooner's routes. Books and valuable paperworks from the thriddle of the Mountain Crown can be traded for fine rusper from Scolia, silks from Cushindell, coleels from Lake Dau-uh-dey, seasoned dothobider meat from Chaln Imagri, or primitive trarch woodcarved versions of shanthic forms. A single ship can make three voyages in the course of a year and the ships berthed away from the home port of Skysael can continue trade when Jasp is locked in the bad weather of early crith.

In addition to providing mere transportation, Jaspian traders are the representatives of choice for merchants wishing to expand their trade along the skyship routes. A trade agent may take a sky schooner to arrive in advance of a bochigon caravan to make the reception more profitable.

Cabins are provided on the new Aylon class ships, permitting the very wealthy an opportunity to travel simply because they can afford to, and permitting important representatives of various governments and organizations to meet personally and quickly to resolve problems that affect the future of Jorune. There are eight identical cabins on each ship of the Aylon class, each with two berths and rigging for hammocks to permit up to four people in each cabin. Passage prices are not set, but are negotiated with the captain of each vessel. Bribes are considered insults by Jaspian captains and their first officers, but 'tipping' the serving people or crew is thought to be good manners. A captain may decide to make some extra money for his crew by charging a high fare for a passenger who seems to need to skip town quickly, or who may be more of a problem on the voyage.

G. Barr

The Northern Temauntro Pampas

The following is excerpted from a lecture by the Jaspian cygra Howrah Kameesse, an outdoor Iscin of the Aylon Academy.

"As Jasp's forests give way to the rolling grasslands of Temauntro, one begins to encounter the great pampas. Water is plentiful and vast herds of dothobider roam the open land in search of edible grasses and bare earth to rest [see Rowah Grass].

"Cygran family groups range the pampas and avoid contact with their more agressive crugar cousins in the south. A cygran band will consist of six to twelve adults and their children. They enjoy a good hunt, but are also content with good weather and a supply of mowga root to munch on.

"Cygra of the far northern pampas tend to be surprisingly hospitable. They welcome visitors and offer the hospitality of a fire in one of their camp sites. Young adolescents will hunt out some fresh meat to offer a visitor, even if a supply of dried or pickled meat has been saved by the group.

"Unlike crugar, cygra are willing to tolerate a degree of the disdain heaped on them by travelling woffen. When their limit is reached, it is best to remove the offending woffen or to clear the area for the round of lightning blasts that are about to erupt."

The area south of Jasp is shared by human, muadra, boccord, Iscin races, and some thivin. These live in small farming communities ranging from a few dozen to a few hundred individuals. It is usually less than half a day's walk between farms and no more than three days' walk to the markets and villages.

As you travel south the tilled fields of the northern farming communities will give way to the cygra territory, which is a series of wide, rolling plains and foothills with a few trees and vast expanses of rowah grass running to the foot of the mountain ranges.

Sometimes players may be able to spot pale brown to white fur among the yellow-green rowah grass: cygran hunting parties that stalk the great herds of dothobider. These large herbivores are a favorite meat for the cygra and the animals grow fat on energy-rich rowah grass. The players may also spot small stone circles that look like flat disks of stone set fifteen to twenty miles apart in the northern Temauntro. These are protected campsites in the midst of the rowah prairie.

If the players crash or must set down in the Temauntro, they must deal with cygra hunters to get back to civilization.

Rowah Grass

The tall grass of the Temauntro pampas is a uniquely self-serving species. A high tensile strength causes the blades to bend rather than break as they are trampled by passing animals. The grass returns to a full, upright position in a few moments and obliterates any trails that might be formed through it.

The second feature is an isho response that permits the grass to slowly raise the temperature of objects resting upon it. The temperature will slowly rise until the object can't stand the heat, or until it slow cooks with the trickle of Desti isho, creating fertilizer for the grass. Rowah grass doesn't burn well itself. It's ignition temperature is relatively high.

Obviously, camping out on the rowah is not advised. Nomadic bands of cygra or crugar will pause several hours before sunset to begin tearing grass from the ground to create a bare earth area where camp may be made. Some of the more inventive cygra of northern Temauntro have started paving these campsites with stone, creating a series of way stations for the long distance traveller.

Dothobider

Herds of these large herbivores range the Temauntro. A small herd might have 300-400 individual animals, and the largest herds have been seen to cover whole landscapes with their supple, soft-brown pelts.

Dothobider are native animals and fill the niche of deer on Jorune. They depend on Tra sense to see their surroundings, although they retain small eyes and some light sensitivity. Hunters must become adept at the False Signature isho skill. Dothobider have wide, flat heads with powerful jaws for grinding the fibrous rowah blades. Individual animals stand 4'-5' at the shoulders, with some males reaching 6'. They can weigh between 600 and 800 pounds. Their muscular forequarters can grow as large as four feet across at the front. The curving horns of the dothobider males are used in mating competitions and for clearing grass for resting; they can open the side of a clumsy hunter.

The meat of the dothobider is a rich-tasting red meat that roasts well and makes excellent jerky. Thivin have learned to pickle the meat with berries, honey or sugars to make long lasting staple foods for travel larders or winter pantries. Dothobider meat stores well and fetches a good price on the open market. It is popular wherever Jaspian traders make a port call.

The Adventure Begins ...

The characters need to leave Aylon, the capital of Jasp. This may be because of a successful (or botched) job as a mercenary of Yalla (the owner of the Night Fires shenter and inclep), a bad debt, or – if your characters are muadra – because of involvement with the head of a cadre of the Seytra muadra.

Night Fires Inclep

A comfortable inclep on Old Klade Road, Night Fires is run by Yalla, an enterprising bronth who maintains a lucrative sideline of providing an employment service for those with questionable goals or backgrounds. Yalla matches thieves, prostitutes and other members of the lower strata with appropriate employers. She prides herself on the fairness of her deals and makes a point of having far too little information to make herself valuable to yords investigating the rising crime rate in the Old Klade District.

Night Fires is a wide, low building with a main room set a few steps below street level, a common architectural feature in Jasp. Yalla's kitchen staff can meet the needs of most visiting races and her rooms are known to be safe; there has not been an assassination or a fatal bar fight since Yalla opened the doors. This is because of Yalla's repuation with most of the troublemakers of the area, and the fact that she hires cygra and muadra bouncers who would just as soon zap an ill-mannered patron with a lightning blast or stiff bolt than risk breaking Yalla's favorite serving crocks.

Upstairs at Night Fires are twenty single rooms and eight suites. Large tubs in a back room on the ground floor provide baths and a shed around back provides laundry services for guests. Yalla doesn't complain if you cram as many people as you want in your room (making it possible for six travellers to sleep in a room meant for one) as long as you do not disturb her other paying customers. There is room near the main room fire for the poorer travellers, if you help clean the kitchen after closing or if Yalla takes a liking to you.

Yalla
(Bronth)

CON	16	**STR**	17	**SPD**	12
SOC	17	**EDU**	12	**AIM**	10
COL	9	**LRN**	14	**SPT**	12
ISH	10	**AGL**	8	**LST**	14

The mistress of Night Fires shenter and connected inclep. Yalla is a big, aging, female bronth with a keen sense of business and connections with almost every underground or illegal activity in Jasp. She can be trusted and is difficult to deceive. She acts as the go-between for any number of deals, on any level of legality, but she dislikes assassination contracts. She keeps three throwing knives under her leather vest. She can usually be found at her table in Night Fires talking, dealing mayoo, and bossing her human and blount shasts about.

Yalla doesn't like the cold climate and will talk endlessly of her plans to open a series of incleps across the Doben-al for travellers, each one day's walk from the next. If you listen, she might give you the next round on the house.

If befriended, or if the characters were working for her, Yalla can tell the players that the fastest way out of town is via a crystal schooner leaving from Skysael. She can also give directions to Skysael, if needed.

The Port at Skysael

If you travel up the north road out of the Harangire gate and move up the mountain, you will come to Skysael, the home port for the Jaspian Crystal schooner fleet. The port is nestled in a natural inlet shelter five miles beyond the limits of Old Aylon. A detachment of the Jaspian militia is stationed at the port for security and they are permitted to hold any person for three days to confirm his identity and reason for being at Skysael. The commanding officer of the security detachment is very suspicious of anyone attempting to buy passage out of Aylon on short notice.

Ten cradles at Skysael are used to berth ships in port; two cradles at the far side of the port are for ships under construction. It takes approximately four years to construct a new skyship. Both construction cradles will be occupied when the players arrive.

At night the field is lit with either orb of light dyshas, light recos, or crystal lamps that simply provide a weak but constant illumination comparable to a small campfire. Ships do not lift off or settle into berths at night. A ship arriving after dusk may hover over its assigned berth until dawn.

Work crews of various races, but usually at least one quarter corastin from the klade of corastin porters, work at moving cargo on or off the trade ships. Craftsmen work the timbers of the ships, making repairs or refitting hardware. Each berthed ship has four members of the militia guarding it.

Large caverns have been cut into the rock and these protected enclosures hold the cargo while it is tallied, sorted and redistributed. The atmosphere of Skysael is businesslike and is seldom tense.

Yalla will direct the characters to Skysael, but they must make their own way there. If the characters arrive before nightfall they will be able to see several of the four types of skyship under construction at a site a few miles from the port.

At the port four ships are in dock. The Aylon Star is the ship to which the characters will be directed. It is a large Aylon class ship that has just finished loading cargo – the large ramps are being drawn into the ship and the cargo bay doors are closing. A good Spot will reveal boxes, bags, bales of leaves, and barrels.

The players will see a second Aylon class ship that is almost ready to be commissioned. If they want to find out, the name of the ship is the Dowsen Star, and it has been financed with old family money from Burdoth.

In the distance the players may see two very large ships – Dharsage class – under construction. One is a skeleton, and the other has the planking in place to reveal a four story high hull. Both are months from completion.

The other three ships in dock will have reasons for not taking the characters on board. If they press the issue, someone will report them to yords, which they don't want. The Canad Moon and Rus Moon are small Jasp class ships that are in for refitting the crystals of their jarkis; the Nipu Moon is the same class, but the captain is intimately connected to the PCs' most recent escapade (a lover, spouse or sibling of a victim of the player characters' activities). Another Jasp class ship is in dock, but its name is covered (if the players uncover the name, it is a new ship, the Tera Moon) and it is guarded by four soldiers. If the players insist on knowing what is going on with this ship, they may find out the ship is under contract with the thriddle to bring a Chiven Rachu-eh ramian to Tan-Iricid for talks to promote peaceful relations between the ramian and the thriddle (a different adventure for the Sholari to think about).

Three Scout class military ships are visible. These have odd symbols on the side that are not numbers or letters, and each has a three man military guard. If they try to steal a scout ship, a muadra with fire touch has his dysha skill level to levitate the ship, but without frost bolt the ship will remain aloft until the crystals cool by themselves. With fire touch -5 a muadra can control the direction in which the ship floats in the isho current.

The Aylon Star is waiting for its last passengers (see Cyrin Arsol and her matron, Marah, on page 24) and is loaded with manufactured goods for sale along its route. The NPC's will arrive quickly and the ship can get underway.

The Planned Voyage

The Aylon Star has a crew of twenty. The ship's operating crew work in three ten-hour shifts, which provides some overlap. The shifts consist of five people: a rigger (who manages sails by hand), two deck hands, a trimsman (to control the altitude and speed of the ship), and a pilot (to control navigation using the sails and control surfaces of the ship). The trim of the Aylon Star must be a trained muadra; the other positions are open to all races. Two cooks keep the passenger galley in operation for twenty hours of each day; the crew take turns manning the galley. In addition to the three five-person operating crews and the cooks, there are a captain, a first mate, and a cabin boy. The captain or first mate may double as trimsman (requiring them to be trained muadra) or as pilot. All crew members must be citizens of Jasp, by birth or by naturalization.

SCHEDULE: AYLON STAR

Arrive	Destination	Depart
—	Skysael/Aylon	32 Eris
35 Eris	Chaln Imagri/Temauntro	37 Eris
41 Eris	Thantis*/Thantier	42 Eris
44 Eris	Mountain Crown/Tan-Iricid	46 Eris
48 Eris	Sallay/Sillipus	61 Eris
64 Eris	Rhodu/Anasan	65 Eris
67 Eris	Miedrinth/Burdoth	68 Eris
70 Eris	York/Heridoth	71 Eris
72 Eris	Dowsen/Heridoth	73 Eris
74 Eris	Udah/Dobre	75 Eris
76 Eris	Tlon/Dobre	77 Eris
80 Eris	Yobreh/Lundere	1 Mullin
3 Mullin	Vinteer**/Voligire	4 Mullin
—	The Vosule Crossing	—
13 Mullin	Tallor SkyRealm**/Ros Crendor	15 Mullin
21 Mullin	Carissey/North Khodre	23 Mullin
24 Mullin	Kirlan/South Khodre	25 Mullin
26 Mullin	Auklin/South Khodre	27 Mullin
31 Mullin	Skysael/Aylon	—

*Passengers who do not qualify as pure-bred human who do not have advance permission to disembark must remain on board during our stay at this port of call. This restriction is placed upon our ships by the local authorities and we apologize for the inconvenience.

**Passengers continuing through this port must remain on board while their ship is berthed. This is to insure the safety of our passengers and we apologize for the inconvenience.

The Aylon Star normally carries cargo between the points along its route. It normally makes three voyages a year, each approximately one full Joruni season (the crew must have some shore leave!). If the PC's investigate they will find that the ship is carrying thivin silks, spices, pickled durlig, some exotic pibbers (probably intended as pets, rather than meat stock), crystals (Desti, Gobey and Launtra), bales of dried leaves for limilates, and fine pottery.

If the cargo attracts the players' attention, they can try to snoop around the cargo hold. If they are able to sneak into the hold and investigate, a good Spot will reveal that there are different types of leaves tied up in bales. Good Flora Recognition or Limilates (Find) rolls will show some of them to be the makings of shirm-eh, the ramian healing limilate. If they check further, they will find that the barrels of spice have false bottoms and that Earth-tec energy cells are concealed in the spaces. It should not take much for the players to figure out that both of these items are connected to illegal trade.

These items can keep your players distracted, or may give the sholari ideas for continuing with the same characters whenever they disembark from the Aylon Star.

The route schedule may be shown to the PC's, if the sholari feels it helps establish the mood for the adventure.

En Route

The Aylon Star lifts off shortly after Cyrin and Marah arrive. There is a 5% chance of the ship being held at dock because of a last minute problem with cargo (a 20 on your 1d20 roll), but things should go without a hitch. The Aylon Star will rise high above the port, turn south and begin its voyage.

The first night should be spent either sleeping or sipping fine rusper in the salon. A human cook will fill most needs and Shali is on duty for any special requirements.

The following morning the airship moves south, following a mountain range from Jasp, which takes it deep into Temauntro. If passengers go to the salon, they will find the matron Marah fuming over a tray of tea and biscuits – her charge is nowhere to be seen. If anything is needed, First Mate Terrin will be there to help. The human cook is busy with breakfast for the passengers and crew.

If the passengers go up on the top deck, they must strap in. Straps are 40' lengths of bochigon leather with simple belts at one end to go around the passenger's waist, and a stout brass ring at the other end which is permanently affixed to a bar running along the rim of the top deck banister.

The first PC's on the top deck will witness a verbal fight between Cyrin and Prince Tanoli (see page 24). Being refined people, they are not loud or demonstrative, but they are obviously arguing, and a good Listen roll will catch part of the conversation: "You were told 'no' by me and by my father. You're a spoiled boor and now you've decided to ruin my trip to Chaln Imagri", Cyrin whispers. Tanoli responds, "You haven't given me a chance. I don't like 'no.'" Cyrin will get mad and leave the top deck. Players who did not go on deck may see her storm through the salon, heading back to her cabin. If the players stay on the deck they will see Tanoli go back along the catwalk to the trim house, which is against ship's rules. He will go down the crew ladder behind the trimsman.

From the top deck the passengers will be able to see another sky galleon less than two miles away at a higher altitude headed north, presumably to the port at Aylon. They will be also able to see flocks of wild talmaron far below. A roll of 1 or 2 on Spot will reveal a smaller group of four or five talmaraon that seem to be pacing the ship about 1000' below.

If the players stay on deck, they will miss a mayoo game the crew is having with willing passengers in the salon. Good Social, Bribe or Underground Information rolls will let the PC's learn that one of the crew muadra is a hot-head who threw a stiff bolt at the crew's cook. The cook is now out of commission for 1d6 days and the crew is using the passengers' galley; the salon has become a common room for both groups.

Players are encouraged to play (or at least participate) in the mayoo game. See "How to Play Mayoo" on page 31. During the game players may notice a slight 'bump' to the ship. If they investigate they will find that the ship has been boarded: Three talmaron now rest on the forward crossbeam to the mast, with three men wearing regal Thantierian garb and carrying swords on the top deck; one talmaron now rests on the trim house at the rear of the ship. Prince Tanoli and another Thantierian have the captain in tow. Tanoli has pulled his pulsar and is threatening the tranced trimsman, who pays no notice. None of the Thantierians is wearing a safety strap!

If the players do not investigate the top deck after the bumps (the talmaron landing), the three nobles will enter the salon and demand that people remain where they are as Prince Tanoli goes for Cyrin in her cabin. If they go to the girl's cabin, the players will hear sounds of a struggle and the crackle of a lightning blast - her matron is a muadra.

The PC's may go into battle at their own speed, either on the top deck or from the salon or their rooms (if anyone stayed in his room).

If the Captain refuses to land the ship (only a successful roll of 1 on his Learn can make him order the trimsman to take the ship down) the prince will shoot the trimsman. If he shoots the trimsman or otherwise tries to take control of the ship, the schooner will begin to pitch. Roll 1d20: 1-4 means the stern of the ship will begin to drop, 5-8 the nose begins to dip, 9-12 the ship rolls to port (left), 13-16 it rolls to starboard (right), and 17-20 the ship begins to rise out of lanes that will be comfortable for the passengers. Roll once very three action rounds to find out if the ship is under control.

If the trimsman is killed or unconscious during combat, the ship will be assumed to have moved severely off course (sholari's choice as to direction). If this happens your players will have a unique opportunity to land the ship (on water is best – the landing gear may break in uneven terrain) and have some random enounters (they start on page 122 of the third edition). By following a coastline the players may be able to find their way back to their intended course.

The sholari can decide any time after Prince Tanoli's attempted abduction of Cyrin to allow the players to discover the adventure skyrealm (see page 29). If the ship becomes lost, the sholari may decide that the players encounter the included skyrealm, encounter a different skyrealm using the Generator on page 27, go through the excitement of aerial dangers (see Abandon Ship! on page 26), or move to a land route, shifting this adventure to a caravan mode.

The Crew

Captain Eval Dors
(Muadra)

CON	11	**STR**	12	**SPD**	9
SOC	14	**EDU**	14	**AIM**	17
COL	24	**LRN**	11	**SPT**	13
ISH	8	**AGL**	9	**LST**	11

Dors is a veteran of the Aylon fleet as trimsman, First Mate and Captain. He keeps his crew happy (and efficient), and tolerates a reasonable amount of laxity among the passengers and crew, although he does insist that passengers stay out of the crew section of the ship. He is a former daij addict and can only maintain Isho under 10; he can barely cast simple dyshas (like lightning blast, night eyes, tumble and bubble). He is a good swordsman and can be counted on in a fight.

Terrin Leis
(Muadra)

CON	10	**STR**	10	**SPD**	15
SOC	13	**EDU**	14	**AIM**	11
COL	28	**LRN**	16	**SPT**	13
ISH	30	**AGL**	13	**LST**	11

First Mate. She is young and training to take the trim. She uses daij in light doses as part of her training. She is trained in swordplay, but is more comfortable with her favorite dyshas - stiff, brain blast, wall, flingers and tumble.

Shali Powin
(Muadra)

CON	9	**STR**	7	**SPD**	17
SOC	11	**EDU**	12	**AIM**	15
COL	17	**LRN**	14	**SPT**	12
ISH	18	**AGL**	13	**LST**	12

A cabin boy who takes care of the passengers each night. He is about fourteen and has made three voyages. He can usually be found in the main salon or in the galley while on duty, and trying to sleep during daylight in his bunk or hammock. He has just begun his studies as a caji and can be found studying a series of books or asking questions of the off-duty trimsmen. He has made his first weave and – as a matter of self defense for his job – is Experienced with the tumble dysha.

Crewmen

Muadra

CON	13	**STR**	12	**SPD**	13
SOC	11	**EDU**	10	**AIM**	13
COL	18	**LRN**	11	**SPT**	10
ISH	15	**AGL**	13	**LST**	12

Non-muadra

CON	16	**STR**	14	**SPD**	12
SOC	10	**EDU**	10	**AIM**	11
COL	10	**LRN**	11	**SPT**	11
ISH	10	**AGL**	11	**LST**	11

The crew is 50% muadra and 50% human, boccord, or Iscin races. There is a floating mayoo game on board (which the PC's may be invited to join – use that Gaming skill!) and the crew gets along pretty well. One of the muadra on board may get into a fight with a trimsman, particularly if one or both are high on daij. If this happens, favored dyshas are stiff or brain blast, which will put stress on the crew for the rest of the voyage because of the need to taken over the fallen muadra's shifts. (The stricken muadra will recover in 1d6 days).

The Passengers

Cyrin Arsol
(Human)

CON	12	**STR**	10	**SPD**	9
SOC	15	**EDU**	14	**AIM**	8
COL	11	**LRN**	10	**SPT**	12
ISH	10	**AGL**	9	**LST**	13

The daughter of the chell of Aylon is an educated young woman with training in physical combat and the use of her own energy weapon, in addition to her career as an outdoor Iscin. She has become a passenger on the Aylon Star to get away from the impositions of Prince Tanoli at court, and to join her brother in Chaln Imagri, where he serves as Jasp's ambassador and trading agent.

Marah Launtreen
(Muadra)

CON	14	**STR**	14	**SPD**	12
SOC	12	**EDU**	15	**AIM**	14
COL	24	**LRN**	15	**SPT**	12
ISH	30	**AGL**	11	**LST**	10

Cyrin's matron is the latest in a long line of muadra friends to the family Arsol. Marah is quite proper and does not approve of casual conversations with young men or any liberties taken with her young lady. She is quite combat experienced and equally powerful as an enemy or loyal as a friend.

Prince Kars Tanoli
(Human)

CON	13	**STR**	14	**SPD**	12
SOC	10	**EDU**	13	**AIM**	12
COL	9	**LRN**	12	**SPT**	13
ISH	10	**AGL**	14	**LST**	15

One of the many sons of the current ruler of Thantier. He is quite handsome, with pale skin, black hair, pointed Van Dyke beard, piercing green eyes, and fine clothes. Unfortunately, he knows he is attractive and it makes him insufferable. He is also a member of the Drawkis Order, an old underground organization dedicated to the elimination of thones (anyone with human blood who isn't pure human. This includes muadra, boccord and trarch, and all the Iscin races), and the enslavement of all the "lesser" races for their rightful destiny of serving humans. He has been pressing for a formal marriage between himself and Cyrin Arsol. He has a -3 to any race other than purebred humans, a -5 to Iscin races and a -7 to muadra and boccord. He is quite used to having his own way in all things and is used to being obeyed without question. He is an inferior swordsman, but quite proficient with his black market hand pulsar.

Tor Dyskarb
(Human)

CON	10	**STR**	10	**SPD**	11
SOC	14	**EDU**	15	**AIM**	9
COL	9	**LRN**	16	**SPT**	12
ISH	6	**AGL**	12	**LST**	11

An old learsis who travels with the Aylon fleet, paying his way with his services on board and setting up massive limilate deals with healers around the world through his contacts in Thantier. He avoids combat, but his medical knowledge gives him a +3 with his fists, with +2 to damage, when pushed.

Tanoli s Henchmen
(Human)

CON	17	**STR**	17	**SPD**	16
SOC	11	**EDU**	11	**AIM**	14
COL	10	**LRN**	12	**SPT**	11
ISH	8	**AGL**	16	**LST**	12

Den, Arto and Karl are Thantierian soldiers and Tanoli's thugs. They are overconfident because they feel being pure-bred human makes them naturally superior. They tend to be reckless and competitive in fulfilling their master's orders.

Parsh Gawlesh
(Woffen)

CON	9	**STR**	10	**SPD**	12
SOC	11	**EDU**	10	**AIM**	8
COL	12	**LRN**	12	**SPT**	11
ISH	12	**AGL**	9	**LST**	11

A pup of twelve or thirteen. He seldom leaves his cabin and when he is seen he wears a long, dark brown robe. He is quiet and polite and more than a little secretive about his presence on the ship. If appropriately sweet-talked or made to feel comfortable he may confide that he carries messages to different religious figures around Jorune, and when his journey has ended, he has been promised a shanthic blade as a reward for his labors. If a PC steals one of his message tubes (or reads it and returns it without the boy's knowledge) he will learn that the bronth religious leaders have invited the primary church of Iscin leaders to join them in Dobre for a conference of unification next year on the first of Mullin. (This may lead to a new plot line – Is this good or bad for your PC's, and what do they do about it?).

Cabin Assignments

Cyrin and Marah are in Cabin 8 on the second deck. Prince Tanoli is in Cabin 2, the healer Tor is in Cabin 4, and the woffen boy Parsh is in Cabin 5. This leaves four cabins for the PC's, and each cabin comfortably holds two.

ABANDON SHIP!

Use the following tables to deal with the loss of the trimsman, or with a rough transition to a beta channel.

STABILITY (1d20)

1-14 Smooth sailing.

15-19 Turbulence. Roll 1d20: The higher the number, the rougher the motion. Under 14 requires a basic Agility roll to keep from going overboard (if above deck), or from slamming into the bulkhead if belowdecks. 15-17 requires Agility -2, and 18-20 requires Agility -4.

20 Violent pitching. Roll on Pitch and Roll table.

PITCH AND ROLL (1d20)

Note: Also roll 1d6. 1-3 is fore or port, 4-6 is aft or starboard. 1 and 6 are severe, 2 and 5 are moderate, 3 and 4 are mild.

1-4 Pitching (rocking fore and aft). Agility roll to maintain footing unless braced or strapped in place.

5-8 Rolling (rocking port and starboard). Agility roll to maintain footing unless braced or strapped in place.

9-15 Both rolling and pitching. Agility roll -3 to maintain position. Roll 1d6 for pitch, and 1d6 for roll.

16-19 Roll, pitch and altitude drop. Roll on altitude table. Agility -7 to maintain position. On a failed roll, roll on Overboard table if on deck (-3 to roll). Roll for damage to random location as fall if belowdecks.

20 Roll, pitch, altitude drop and violent lurching. Agility -10 to maintain position. On a failed roll, roll on Overboard table if on deck. Roll for damage to random location as fall if belowdecks.

OVERBOARD (1d20)

1-2 You go over the rail as if in slow motion. Strength may allow you to grab hold of something on the ship to hang on beyond the railing. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

3-7 You go over the rail quickly. Strength -2 to cling to something. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

8-18 You go over the rail very quickly. Strength -5 to cling to something. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

19-20 You go over the rail at full speed. Strength -10 to cling to something. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

If you aren't able to climb back up your strap, maybe someone on the ship will pull you up after things calm down.

ALTITUDE (1d20)

1-14 Casual drop of 6,000 feet over several miles. Constitution roll to keep down your most recent meal.

15-18 Sudden drop of 4,000 feet. Roll again; if 15 or above a second drop of 4,000 feet.

19-20 Violent drop of 6,000 feet. Roll again; if 15 or above a second drop of 4,000 feet. If drop was started at 10,000 feet, roll on Crash table.

CRASH (1d20)

1-14 You can count the leaves on the trees at ground level, but the hull of the ship doesn't quite touch down. You simply clean up the mess, change your shorts and go on with your voyage.

15-19 Some contact. Roll 1d20 again; under 17 means contact with foliage and light damage to the hull.

20 Contact. Hull damage. Abandon ship. Your players are marooned or worse.

NOTE: If the ship begins to drop uncontrollably (three successive rolls of 19-20) it may crash. Prior to crash the crew may use the straps to lower themselves over the sides and – when they feel they will be able to either land with minimal injury or the muadra can use tumble to ease their fall – then will cut the straps prior to impact. On a roll of 1-9 people using this method of abandoning ship will land safely; 10-14 they receive all damage -2 to a limb; 16-18 they receive full fall damage to a random body location; 19-20 they receive a Death wound to a random body location.

The SkyRealm Generator

On any given day of a crystal schooner voyage, your players can see 3d6 skyrealms of varying sizes and features. Some are so small you can jog the circumference in a few minutes. Others are miles across. You may want your players to get a feel for skyrealms by generating a few at random for the team to encounter while on the journey.

SIZE OF SKYREALM (d100)

1-25	40' across. Roll Growth, Found A and Stability.
26-40	50'-300' across. Roll Growth, Found A and Stability.
41-60	300'-1000' across. Roll Growth, Found B and Stability.
61-74	1000'-3000' across. Roll Growth, Found B and Stability.
75-85	3000'-1 mile across. Roll Growth, Found B.
86-96	1-2 miles across. Roll Growth, Found C.
97-100	2-5 miles across. Roll Growth, Found C.

GROWTH (1d20)

1-3	Growth common to southern Jasp (trees, mosses, wildfowers).
4-8	Growth common to Temauntro (rowah grass, wheat, scrub trees).
9-14	Jungle growth common to Trinnu (these realms do get around on the isho flows).
15-19	Rough, rocky realm with large patches of exposed crystal, patches of heavy growths.
20	Mixture of plants picked up in its travels on the isho flow.

FOUND A (1d20)

1-4	1d6 human/Iscin race skeletons, 2d6 hungry beagre.
5-7	Grove of shirm-eh, 2d6 scragger.
8-12	Tumbernaw vines and flock of 1d6+2 wild talmaron.
13-15	Tumbernaw vines and 1d6 duradon.
16-18	1d6+1 trarch hunting party with empty talmaron bridles.
19-20	2d6 wild scarmis hunting 3d6 beagre.

FOUND B (1d20)

1-3	Group of 2d6 thivin artists with talmaron.
4-6	1d6 shantha. Roll Structures, Cult, and Goodies.
7-10	One lone thriddle, apparently upset, nervously holding a single piece of crystal.
11-12	1d6+1 thriddle, one of whom is able to throw dyshas of Desti. Roll Structures and Goodies.
13-15	2d6+2 caji wearing grey clothing and acting very secretive. Roll Goodies.
16-18	1d6 outdoor Iscin. Roll Race for each member of party, Structures and Goodies.
19-20	3d6 thivin in a private estate with a corral of talmaron. They are gauthi rug and Cushindell silk weavers. Roll 1d6 finished gauthi rugs valued at 2d6 gems each, according to size and workmanship.

FOUND C (1d20)

1-2	A village of 4d6 trarch worshiping shanthic artifacts.
3-5	2d6+1 shantha. Roll Structures and Goodies.
6-9	2d6+1 thriddle querrids, two of whom can use dyshas of Desti. These thriddle are living in tents. Roll Structures and Goodies.
10-15	3d6 outdoor Iscin living in the open. Roll Structures and Goodies.
16-19	1d6+1 cleash roaming the skyrealm. Roll Structures and Goodies.
20	A mandare trapped on a skyrealm.

STABILITY (1d20)

1-3	Realm pitches violently, rising and falling 3d6 yards every five action rounds. Players must roll successfully against Constitution or they become too ill to stay on the realm.
4-15	Skyrealm has some motion, but no more than an average boat ride.
16-20	Skyrealm is rock-steady.

RACE (2d6)

2	Muadra
3-5	Woffen
6	Boccord
7	Bronth
8-11	Human
12	Thriddle

STRUCTURES (1d20)

1-3	Ruins of a trarch village.
4-7	Ruins of 3d6 buildings; type and purpose are unknown.
8-11	A single large, step pyramid, heavily overgrown with tumbernaw. Roll 1d6; on 5 or 6, the adventurers wake a sleeping duradon.
12-13	Entrance to an underground shanthic dwelling occupied by 2d6 shantha. Roll Cult.
14-16	Cultivated field of shirm-eh, watched over by 1d6+2 ramian with talmaron. Roll 1d6; on 6 the ramian are in cheever.
17-19	Cave deep in the crystal, inhabited by 2d6+2 scragger.
20	Shanthic teaching circle of stone with an underground shanthic residence. Roll 1d6; on 5 or 6, a single shantha still resides in the undergound home. Roll Cult.

CULT (1d20)

1-3	Launtra
4-7	Tra
8-10	Desti
11-12	Shal
13-16	Du
17-19	Ebba
20	Gobey

GOODIES (1d20)

1	Rich patch of wild plants for making a high quality arrigish limilate, worth 3d6 links on the open market.
2	4d6 chunks of pure crystal. Roll Cult for isho type. Crystals of this size are worth 2d6 links to any caji or crystal cutter.
3-6	1d3 screepers and 1d3 sarceens. Roll 1d6; on 6, one screeper is functioning, with information on it that will give a player +4 on History (World) (it will open the skill if the player doesn't already have it). There are also 6d6 gemlinks worth of mixed crystal chunks. The artifacts will be of value to thriddle, to woffen (who will return them to shantha), or to shantha themselves (if you run into them).
7-12	Gire's cache, including 4d6 gems in currency of many nations, 2d6 swords (roll 1d6; on 6, one is a shanthic blade +1 (a one-handed sword), and 2d6 pieces of old Earth colony jewelry (or is it? Roll 1d6; on 6, one item is a wand with a squarish bulge in the center. It can be used to detect radioactivity, if a pure human keeps his thumb on a red circle.)
13-17	Remains of 2d6 adventurers (roll Race for each member of party). It appears they were all members of the same party and went mad and attacked each other. All their weapons (including Earth-tec) are ruined from years exposed to the elements, but looting will provide a total of 8d6 gemlinks in currency of several nations.
18-19	Remains of a dead corondon with all thailiers and grunder intact, worth a small fortune on the open market (3d6 gemclusters). The question is, how did it get here, what killed it, and is the thing that could kill a corondon still on the skyrealm?
20	Ancient, dying shantha of Ca-Launtra, who seeks to improve relations between shantha and other races who now live on Jorune. Before dying he will offer 2d6 sculpted Launtra crystals, which can each be cracked for 6 points of healing, 1d6 sculpted Desti crystals, which can each loose one Lightning Strike dysha, and 1d6 sculpted white crystals, which can each be cracked to open a warp. If the adventurers are kind to him and seek knowledge rather than confrontation, he will even show them how to *activate* the special crystals.

Kolo Shal Gasha is a good sized chunk of real estate, over a mile across and three miles long. It is very stable and has been boarded many times.

A primary feature of this skyrealm is the variety of the features found in the folds of its rugged hills. Enough rainfall reaches the skyrealm to cause a series of eroded creek beds that empty into a foul, stagnant pond on the narrow end of the realm. The pond is thick with brown-green algae and 3d6+4 frog-like jeesa. If captured, jeesa spew a dark brown, viscous liquid that will burn to cause an injury of 1d3 to Stamina. If the player tries to wash the goo from his body with water from the pond, a second 1d3 loss to Stamina will occur. If someone tries to eat a jeesa, it will make him sick and he will be at -3 to each Advantage roll made for 1d6 hours of game time. He will also be -2 to hit and -2 damage for the same period of time.

Don't mess with jeesa.

On the slope at the far end of the skyrealm the players will find the remains of a thin-walled stone structure. Successful rolls against Spot will reveal pictoglyphs on the ancient, worn wall of the structure; a roll of 1 will tell the players it is not human, shanthic or any other known writing (thriddle pay for this kind of thing, if they can pay or con the captain into taking part of a stone wall on board his airborne ship).

In the jungle near the structure, a really good roll (Spot -3) will reveal a grisly set of remains. They are about 1' to 1-1/2' long tubes of rose colored flesh with dried blobs of goo at one end and ripped meat with caked black blood at the other end. A successful roll on Education and Fauna Recognition will reveal these to be the remains of a thriddle's eye stalks. Successful rolls on Underground Information will reveal that ramian and cleash will cut off a thriddle's eyestalks and leave them to mark the kill to terrorize other thriddle.

While the adventurers react to this truly disgusting find, a warp will open 2d6x10 yards away and a thriddle will leap through before it closes. He has a thick thombo leather thong around his neck and from the thong hangs a single large crystal.

Hinnid To Gomo is a young thriddle forced to act decisively when his genetic desire is to hide in some safe, warm home surrounded by offspring. Hinnid will see the adventurers near the eyestalks of the thriddle he has come to help. Roll 1d6. On a roll of 5 or 6 Hinnid will assume the adventurers have murdered the unfortunate thriddle and will attack with lightning blast dyshas.

The adventurers will either fight with Hinnid or can try to talk him out of attacking with successful rolls against Fast Talk, Social -1, or Language (Triddis). If they fail in preventing a fight, the battle will go the way it goes. If they succeed, the thriddle will tell them his friend Narra So Gomo was a thriddle sentry who was to send an alarm if cleash discovered a warp location that could lead them to Tan-Iricid. A cracked thriddle crystal sends a message to the Mountain Crown (very similar to the Aylon radio crystals). The alarm was recieved at Tan-Iricid and Hinnid came as soon as thriddle masters were able to open a warp to So Gomo's location.

As they talk a second warp will open. A roll against Spot may reveal white fields behind the figures approaching the warp as 1d6+1 cleash plow through armed with crossbows and capsules. The warp to reach this skyrealm will close in 1d6 action rounds after they arrive.

Hinnid will be able to throw a total of six lightning blasts before his isho and his crystals are exhausted for the day. If he has thrown all of his dyshas at the players, he will be useless in the battle with the cleash. A good roll on Spot will show that Hinnid breaks his crystal as soon as the cleash come through the warp. Help will not arrive for at least one hour.

Hinnid is nearing hysteria; he keeps offering rewards to the adventurer to kill the cleash. He seems more upset than would be explained by a simple confrontation with the cleash. He says something about the cleash using this warp location to invade Tan-Iricid. He is afraid that they will get to the island.

If the players succeed in killing the cleash, Hinnid will stay on the realm alone until help comes from Tan-Iricid to destroy the skyrealm (the thriddle can do it – they've had to destroy warp locations before to protect Tan-Iricid, but it causes problems with the shantha).

If the cleash cannot be stopped, Hinnid wants to destroy the skyrealm! He is offering 1d6+2 gems (not gemlinks) to each player if the group can succeed.

A muadra with drain dysha may try to drain the skyrealm of energy. (This skyrealm has 3d20x30 isho and the maximum the muadra will be able to draw is 2d20x5 isho).

If the players are sharp, they may try to use the cleash capsules to crack the crystals that keep the skyrealm aloft. Roll 1d20; if the rolls for placement of the capsules are 2, 3 or 4, the crystals will crack and the skyrealm will begin to sink to the ground at the rate of 100 yards per action round. If the roll is a 1, the skyrealm will sink at 300 yards per action round and the impact with the ground will require each player to make a successful roll against Agility to avoid damage based on a 12' fall.

Note: Did the players have the Aylon Star tied up on the skyrealm? If so, a roll of 1 or 2 on 1d20 may result in damage to the ship's jarkis and may end the adventure until a Jasp class ship can reach the marooned Aylon Star to help repair it or, at least, take the players to another location.

HINNID TO GOMO

(Thriddle)

CON	9	**STR**	8	**SPD**	9
SOC	17	**EDU**	19	**AIM**	13
COL	18	**LRN**	19	**SPT**	14
ISH	15	**AGL**	10	**LST**	12

Hinnid has the following skills: Geography (Advanced) at Experienced, Geography (Basic) at Seasoned, History (World) at Seasoned, Language (Entren) at Experienced, Language (Triddis) at Seasoned, Languages at Seasoned, Lightning Blast at Experienced.

CLEASH FIGHTERS

CON	18	**STR**	18	**SPD**	15
SOC	3	**EDU**	8	**AIM**	16
COL	3	**LRN**	15	**SPT**	12
ISH	2	**AGL**	14	**LST**	11

The cleash have the following skills: Club at Seasoned, Crossbow at Seasoned, Language (Cleash) at Seasoned, Language (Entren) at Familiar, Languages at Familiar. Each is armed with a crossbow and 1d6 Throw Explode Jr.'s.

NEW CHARACTER OCCUPATION: TRIMSMAN

Trimsman		Cost	12
Extra Skill Rank Points	+4	Min Isho	15
Extra Characteristic Points	+4	Min Color	12

Trimsmen (or trims) are airship controllers from Jasp. The class is open to all races, but only to Jaspian citizens. Muadra receive separate skills for crystal manipulation. Muadra trimsmen use daij meat to increase Isho x 2 for twelve hours, followed by eleven hours of Isho reduced by 2d6, followed by ten hours of normal Isho (remember, Jorune has 27 hour days). Trimsmen use modified frost bolt and fire touch dyshas to control the temperature of the crystals in the jarkis. The work burns people out: -3 to Constitution and -2 to Strength.

Skills gained:

- Carpentry Exp M
- Crystal Cutting Fam H
- Geography (Local) Sea E
- Geography (World) Exp H
- Lore (Caji) Sea M
- Lore (Jasp) Sea E
- Lore (Shantha) Fam H
- Shipwright Fam H
- Sword, One-handed Exp C

If character is muadra, add:

- Fire Touch (modified) Sea (Isho 20)
- Frost Bolt (modified) Sea (Isho 40)
- 2 Dyshas Exp E-V
- 3 Dyshas Fam E-V

How to Play Mayoo

Mayoo is a thivin gambling card game played with a deck of 84 cards in seven suits of twelve cards (there is no jack). Suits are Stars (red), Staves (green), Pyramids (orange), Swords (blue), Moons (black), Gems (yellow), and Crystals (brown). The game is said to have been created by a thivin named Mayoo Dar Nassep and was originated to get the human, mutant and Iscin races to socialize and improve thivin trade. It is popular in most thivin enclaves and has become a popular game with condrij, githerin and freelancers of all races.

The game is similar to poker. Winning hands, in sequence, are:

MAYOO HANDS

Pair – 2 of a kind

Trio – 3 of a kind

Duet – 2 of a kind, plus 2 of another kind

Shast's Hand – 3 of a kind, plus 2 of another kind

Singer's Hand – 3 of a kind, plus 3 of another kind

Gauss' Hand – 3 in sequence, plus 3 of a kind

Mayatrish's Hand – 3 in sequence (same suit), plus 3 of a kind

Quad – 4 of a Kind

Weaver's Hand – 4 of a kind, plus 2 of another kind

Warrior's Hand – 4 of a kind, plus 3 of another kind

Toth's Run – 4 in sequence (different suits)

Thriddle's Run – 4 in sequence (same suit)

Quint – 5 of a kind

Condrij's Hand – 5 of a kind plus 2 of another kind

Yord's Run – 5 in sequence (different suits)

Jer's Run – 5 in sequence (same suit)

Shandane's Hand – 5 of a kind, plus 2 of another kind

Lady's Hand – 7 of one suit

Sixer – 6 of a kind

Shantha's Hand – 7 of a kind

Prince's Hand – 7 in sequence (different suits)

Sage's Hand – 7 in sequence (same suit)

The dealer shuffles the cards and distributes hands of six cards each to each player. The first bet is placed before the players look at their cards. The dealer picks up his hand first and may opt to take 1, 2, 3, or 4 cards from that hand and pass them to the left. That person must take the same number of cards and pass them to the player on his left, and so on, until the dealer receives the same number of cards from the person on his right.

All players look at their hands and are ready to bet. Each player decides the most advantageous cards to keep in his hand and which would be best to discard. A player may discard up to four cards and may play with only two cards (if he thinks those cards are really good). New cards must be bought by putting a bid into the pot of bets already on the table. Each player must match that bid or may raise the bid by no more than 100%. If players cannot match the current bet, they must discard one card and play their hands based on the cards still remaining. It is possible for a table of players to force one player out of the game.

The player who started the bid will receive a new card when all other players have completed their action on the bid, or by matching the raise, if any was made. The same process is repeated one time for each card the players have discarded.

Once all new cards have been bid upon, or players have decided to play – or have been forced to play – with reduced hands, the real gambling begins. Players begin to bet on the value of their individual hands for as long as their money, nerves and luck hold out. Play progresses around the table to the left. Anyone who is not able to match a bet on the table during the round must fold and is out of the game. Anyone may choose to pull out of a game at any point.

After the first three rounds of betting, any player can 'call' the hand by placing a final bet, which must be matched by the other players still in the game. After a complete round of call, the cards are revealed and the highest hand winds. Hard-core gamblers will often use the rankings of the suits in case of tied hands. From lowest to highest, they are: Stars, Staves, Pyramids, Swords, Moons, Gems, Crystals. If one player has outbid, bluffed or otherwise survived all the other players in a hand, his cards are not to be revealed.

The deal progresses to the left for the next hand.

To simulate mayoo in game play, have the players place their bets and then roll against their Gaming skill. If they lose, they have lost their bet. If they win, they win money equal to 1/2 of the difference between their skill and their roll. If they make their roll exactly, they break even. For example, if the roll is made by one, the player wins 50% of his bet (in addition to keeping the original ante); by four, the player wins 200% of his bet; etc.

Because of Jorune's history, a great variety of artifacts exist. Rather than using a random generator, it would be better if the sholari selects items appropriate to the players' skills or interests. There are four basic artifact groups:

Post Colonial Artifacts – There is always pride in your own history and since the fall of the colonies, many cultures have formed, flourished and vanished on Jorune, ranging from small clans that dominated a few valleys for a couple of hundred years, to mutli-city kingdoms that rose, conquered their neighbors, and vanished because of natural catastrophe, disease or internal decay. Artifacts may include wood or stone carvings, bits of pottery or clothing, ancient jewelry, or even fragments of old documents in varying stages of decay.

Colonial Artifacts – Items from the original Earth colony are prized possessions. While weapons and powered devices are most popular, there were other items used by the colonists, including children's toys, items related to food preparation (including 3500-year-old canned goods), game pieces, bits of jewelry, military insignia, parts of weapons, and devices and other goodies the sholari can create at will. Avoid giving too much Earth-tec weaponry to players – this helps preserve the near mystic value of such items.

Earth-tec combatton

Lamorri Artifacts – Fifteen hundred years before the Earth colony, another culture tried to conquer Jorune. The lamorri and their partners, the cleash, brought slave races from their home worlds. The invasion force enslaved the shantha and began a massive program to mine Jorune for its isho power. They did this by modifying natural skyrealms (several of these were exported from Jorune and may play a part in some future activity), by creating artificial skyrealms, and by building great pyramid structures called "thooh'sa" to drain and store isho. The area around an activated thooh'sa may turn to desert – which explains the presence of the Doben-al. While working on Jorune, the lamorri left artifacts in the form of tools and weapons, most of which have meaning only for the thriddle, cleash and ramian. These are usually chunky, brutal looking objects with an ominous feeling about them. They will not be understood by your players unless they have Lore (Lamorri), which is a very hard, very advanced skill the sholari would need to offer.

Shanthic Artifacts – The dominant race of Jorune has had many chapters in its history. For the past ten thousand years these have included the rise of the seven shanthic sects, based more on physical isho properties of the shantha than a choice in which moon to follow. There was a 1,000 year war, the conquest of the lamorri, the attempted domination of the shantha race by a maniacal Ca-Desti shantha, and the Great War with the Earth colony. Like the other races of Jorune, it has taken the past 3400 years to bring their civilization back to a sustaining level. Shanthic artifacts may take the form of crundorras (batteries of isho power), screepers (advanced teaching devices), sarceens (information storage devices), cle-eshta (isho amplification devices), thosks (isho cannon), and small tokens shantha exchange that are polished bits of crystal-veined stone which carry personalized isho patterns. Shanthic devices appear to be constructed of stone and other natural, enduring materials (very little metal is used) and should be almost indecipherable to the players. The players may want them because they are beautiful, and someone might pay them a lot of money for them some time.

Try to keep artifacts rare or they will lose their value in the game.